

10 SPOOKIEST HORROR DEMOS EVER!

QUAKE 2, SILENT HILL, DINO CRISIS, DOOM, DEATHTRAP DUNGEON, RES EVIL & MORE!



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Australian

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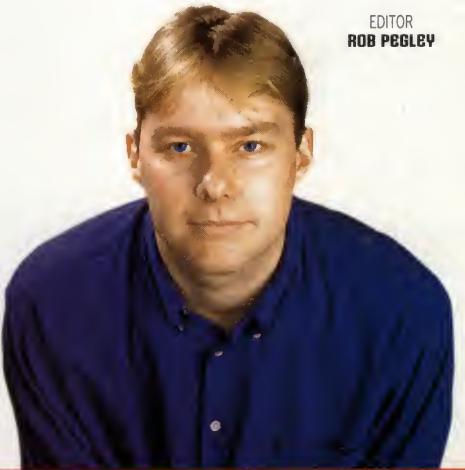
Official
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PlayStation
Magazine

WELL, WE'RE ALL STILL HERE. Nostradamus fans can tear up another one of their long term betting slips, and the Y2K maniacs can come down from the hills, put their cash back into the bank and start on that stockpile of tinned food. As if the world was ever going to end before the release of *Gran Turismo 2*, *Micro Maniacs* or *Cool Boarders 4*. We haven't even had PlayStation 2, yet. Pre-millennium tension? Pre-millennium madness, if you ask me. In Tibet they're already into the year 3000 and something or other, and in certain parts of the religious world the year 2000 doesn't come for a few more centuries. The only thing that's certain about the year 2000 in the developed world is that it's going to be a fantastic one for PlayStation fans. Of course there's PlayStation 2 to look forward to, but more than that there are still hundreds of great games coming out for the million plus people who already own a PlayStation. We devote the first few pages of the mag to the best games for the first part of the new millennium in our Incoming 2000 section. Elsewhere in the mag we have a special 16-page report on what to expect this year as a PlayStation fan: The games, the price drops, PlayStation 2, and we talk to the people of the Australian videogames industry about their hopes for the future. Not only that, we have the best games reviewed, the complete A-Z guide to PlayStation, 16 pages of tips. It's a huge issue. And if you think pre-millennium angst was scary, take a look at our demo disc - *Dino Crisis*, *Silent Hill*, *Quake 2*, *Doom*, *Resident Evil*. Now that is something to make you run for the hills.

Be very afraid...



EDITOR
ROB PEGLEY



"Official PlayStation Magazine specials are Australia's most reliable source of PlayStation information!"

and here's why...

10 SPOOKIEST HORROR DEMOS EVER!
CUBRIC 3, SILENT HILL, DINO CRISIS, DOOM, DEATHTRAP DUNGEON, RESIDENT EVIL, etc.

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PlayStation™ Collection

2000

10 PAGES OF TIPS FOR THE MILLENNIUM

THE FUTURE IS BRIGHT
A SPECIAL REPORT ON THE HARDWARE, THE GAMES, PS2 AND THE FUTURE FOR PLAYSTATION IN AUSTRALIA

TONY HAWK • DINO CRISIS • SPYRO 2 • WARZONE

PlayStation

The Best PlayStation Horror Games Ever!

Call 10 Best! INCLUDING *Resident Evil*, *Quake 2*, *Doom*, *Warzone*, *Resident Evil*, *Quake 2*, *Doom*, *Warzone*

PlayStation

We only use the most knowledgeable writers in Australia, with decades of gaming experience between them. It costs us more, but it means you get opinions you can trust. The game sweatshop is not our way. You pay peanut, you get monkeys.

Despite carrying a guide to every PlayStation game, we only concentrate on the big titles in real depth – because they're the ones you're most likely to spend your cash on. At \$80 a game you don't buy that many, so it's important you get real value for money.

We only review the games that are already in the shops or just about to be released. It's so frustrating to wait a year to play something because a magazine has reviewed a bootleg copy from Japan. Very clever, but what good is that for the average PlayStation owner?

No game that we review is ever given the five-star rating unless it is still providing great entertainment at least a month after we started playing it – we want value for money, just like you.

And no game is ever included unless we've played the whole thing from start to finish. We hate those games that start well but fizzle at the end.

We don't try and dazzle you with technical jargon. We just give honest opinions in language that you can understand easily.

Our demo discs only contain the very best games. No other magazine can provide you with the same level of quality and entertainment.

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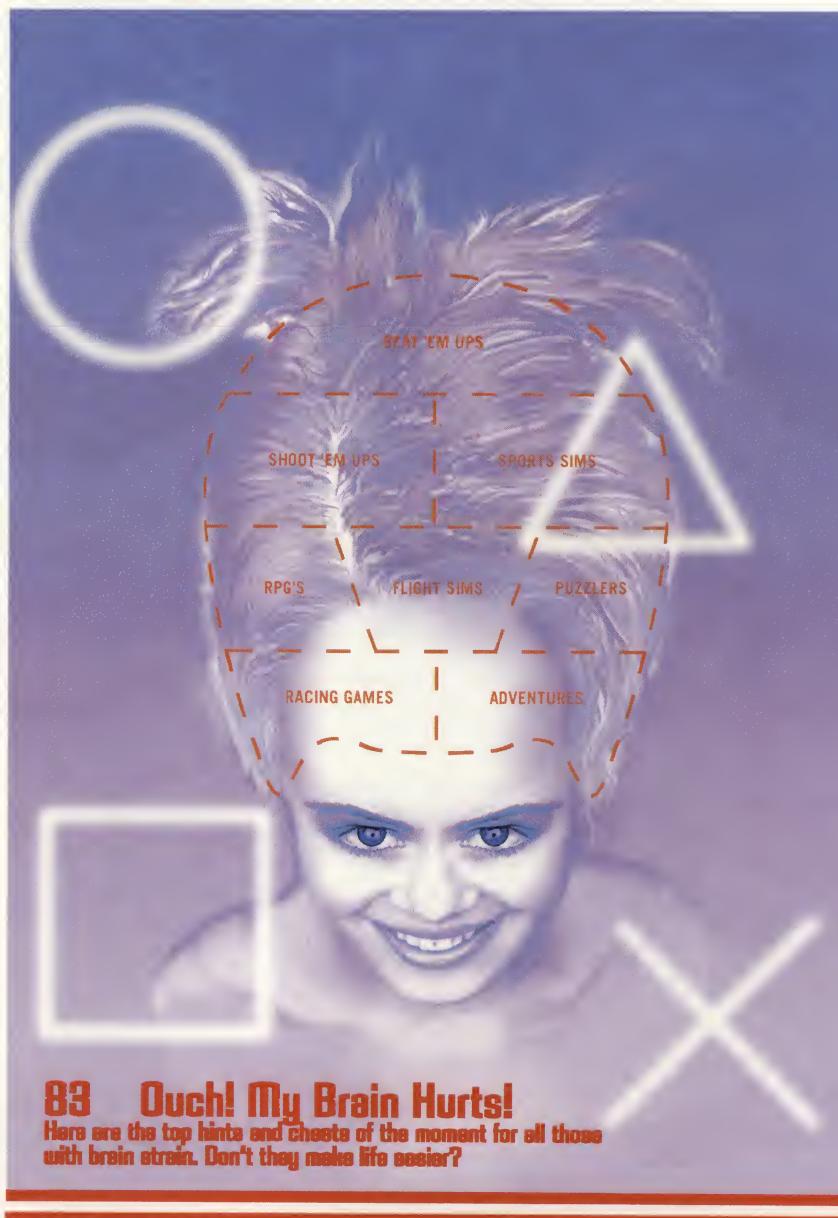
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Here are the top hints and cheats of the moment for all those with brain strain. Don't they make life easier?

PLAYTESTS

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Spyro's second adventure leaves the original for dead and was one of the hottest games of 1999



050 Dino Crisis

Turn the lights down and the sound up while playing this game and you'll be scared silly!



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Skateboarders had to wait a long time for a top quality skate game, but it finally arrived!



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The best real-time strategy title on the PlayStation. Time to get a PSH mouse!



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The five best PlayStation titles in each game genre.

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What we have to look forward to in the year 2000. PlayStation2, anyone?



REGULARS

008 THE SCARIEST DEMO CD EVER!

Hold on tight 'cos things are gonna get creepy...



027 PLEASE RELEASE ME

Come on all you developers, give us more games to play!



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If it has been released in Australia on the PlayStation, it'll be here.

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There's lots more coming to a newsagent near you soon.



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Skate and Destroy

Can it challenge the brilliance of *Tony Hawk's Skateboarding*?



018 Cool Boarders 4

The latest in the popular snowboarding series is about to tear up the slopes.



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Taste the Pain

Four-player simultaneous fighting action featuring the hard-core hip-hoppers.



020 Ready 2 Rumble

Putting some flair and humour into the sport of boxing.



022 Messiah

An innovative game with a wild storyline and killer visuals.



023 PlayStation two

ISS Pro Evolution and *SaGa Frontier 2* get the preview treatment.



024 Three of a kind

Beatmania, *Medievil 2* and *Ace Combat 3: Electrosphere* are on their way.



026 Six of the best

Ergheiz, *Prince Naseem Boxing*, *Small4 Fear Effect*, *Star Trek: Red Squad*, *Toy Story 2*, *In Cold Blood*



your guide to...

THE SCARIEST DEMO CD EVER!

Be afraid. Be very afraid. The PlayStation has had some mighty frightening games over the years and we've put the best of

DINO CRISIS

CAPCOM • ACTION/ADVENTURE •
PLAYABLE DEMO

Controls

- ←↑→ – Move
- ▲ – Cancel/Dash
- ✗ – Decide/Attack
- – Exit Demo
- – Sub Screen
- R2 – Turn Around
- R1 – Aim Gun



Capcom are seasoned geniuses when it comes to videogame horror. They gave us the chillingly brilliant *Resident Evil* games and now they have given us this beauty. *Dino Crisis* is a bloody scary reptilian adventure.

This addictive demo allows you to choose from three different levels playing as the very fine, yet very tough Regina. Armed with a small handgun and minimal ammunition, you'll have a big job ahead of you just trying to stay alive.

Each level gives you a taste of the different adventure types to find in the full version.

Oh, and be careful not to press the Square button or you'll reset the game and have to start 'er all over again. This can be a bit tricky, but you'll suss it out soon enough. We're sure you will!



QUAKE II

ACTIVISION • ACTION/SHOOTER
• PLAYABLE DEMO

Controls

- ←↑→ – Move
- ▲ – Next weapon
- ✗ – Fire
- – Jump
- – Previous weapon
- L2 – Step left
- R2 – Step right



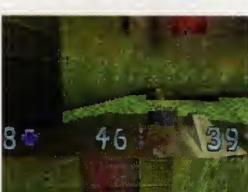
Here's your chance to see what it feels like to be a pure killing machine! *Quake II* is sure to bring out your dark side and with all the heavy artillery at your disposal, the Stroggs will be shaking in their boots.

What was once a game that could only be enjoyed by PC gamers is now

available for your PlayStation. This brutal demo will simply leave you wanting more.

Bluntly put, this is the opportunity that you've been waiting for to shoot anything and everything that moves! That's not to say that *Quake II* can be dismissed as a boring game. On the contrary, the stacks of goodies and excellent level designs make this one of the greatest shoot 'em ups ever.

Make life difficult for yourself and see whether you can make it through the whole demo on the hardest difficulty setting.



Editor's Pick

CATHERINE CHANNON



HAVING TROUBLE? POP YOUR DISC IN AN ENVELOPE AND SEND IT TO: OFFICIAL PLAYSTATION MAGAZINE, 54 PARK ST, SYDNEY, NSW 1028 AND WE'LL SEND YOU A REPLACEMENT.

them together for this spine-chilling CD splatter-fest. Those with weak hearts and stomachs should take care....



RESIDENT EVIL

CAPCOM • ACTION/ADVENTURE •
VIDEOSPECIAL

Go back to the game that started it all. Sure, there were previous attempts to make spine-chilling games, but it wasn't until *Resident Evil* came along, that the horror genre really started moving.

While *Resident Evil* does have those schlock-horror elements usually found in B-grade movies, it also hit the nail on the head when it came to getting the hairs on the back of your neck

to stand up and to get your blood curdling.

This rolling demo is the original one that was released in 1996, even before the game itself made it into our loungerooms. Some of the footage is still censored, as it genuinely scared a lot of people. It's a mixture of live-action footage and character introductions. Could these sequences have even influenced the frighteningly cool *Blair Witch Project*?

SOUL REAVER

EIDOS • ACTION/ADVENTURE •
PLAYABLE DEMO

Controls

- ←→↑↓ – Move
- ▲ – Impale/grapple/throw object
- ✗ – Fire
- – Attack
- – Devour soul
- R2/L2 – Rotate camera right/left
- RI – Autoface enemy



Revenge is always sweet. For Raziel, the star of *Soul Reaver* and whom you control – there is nothing more important.

In this demo the aim is to discover and cast new spells as you venture between the spectral and material realms. Press select and watch Raziel do a lovely twirl and use the forces of darkness to enter into the spectral realm.

Soul Reaver sets a new benchmark for incredible graphics. The huge 3D worlds are fluid and fully interactive. This amazing scenery sets the gothic mood for the gore-fuelled gameplay and battles.

Soul Reaver is a game that dreams are made of. Or should that be nightmares?





your guide to...

THE SCARIEST DEMO CD EVER!

DEATHTRAP DUNGEON

EIDOS • ADVENTURE • PLAYABLE DEMO

Controls

Although leg breakages are unusual in the virtual world, you'll need some control before you get on the chair lift, so here you go.

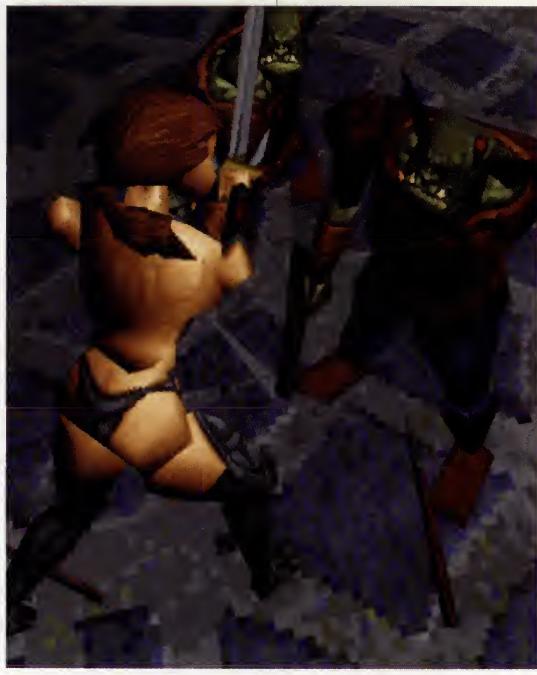
←↓↑→ – Move
▲ – Jump
× – Action
■ – Open doors
● – Run
R1 – Defend
L2 – Walk



This underrated gem isn't the scariest game around but does contain some great horror elements.

Deathtrap Dungeon takes you back to the middle-ages where heroes roamed the earth with swords, got into adventures and solved mysteries. Well, that's how we like to believe it!

Explore the dungeons of yesteryear that ironically, resemble today's city sewer systems! They're packed with nasty little trolls who cause you grief as you try and find the various levers. Get these little rascals out of your way. After all, you do need to get out of there and get back to all of your hero responsibilities! This one's more of a comedy-horror than a gruesome horror-horror... okey dokey!?



SILENT HILL

KONAMI • ADVENTURE • PLAYABLE DEMO

Controls

Those of you not already familiar with the *Tomb Raider* games will find the following information invaluable, mmm?

←↓↑→ – Move
▲ – Map
× – Action
■ – Run
● – Light!
U and R1
– Step left or right
R2 – Aim

Everyone in the American mid-western town of Silent Hill has gone bananas! With strange little mutants, blood thirsty dogs, and an army of flesh-eating creatures coming after you, finding some sane humans for a quick chat is just half of your problems. To make matters worse, getting them to talk sense so that you can find out what the hell is going on is next to impossible.

This fantastic horror-adventure comes from the creators at Konami. Cast

as Harry, you wake from a car accident in a Silent Hill café. This is where you realise that your daughter is no longer with you. Thus, it is here that your adventure begins...

Your first stop on the demo is an abandoned school. Everything looks relatively normal so far, but there's always something waiting down the next corridor...



Challenge

Try and get through the entire demo without attacking any of the creatures. Yes, it is bloody fun smashing in the skulls of those nasty little creatures but practicing avoiding them by legging it out of there and switching off your torch light at the right time is important for the real thing.

CARMAGEDDON

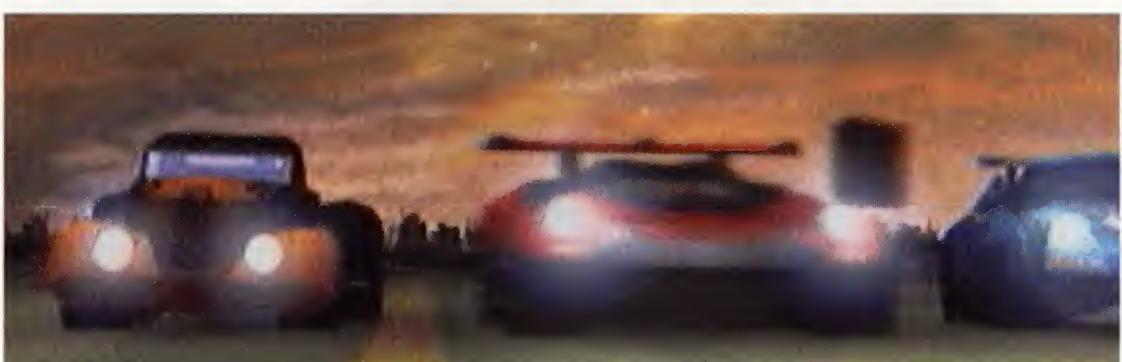
SCI • COMBAT RACING • ROLLING DEMO

This preview video showcases all of that nasty stuff that you've heard so much about. *Carmageddon* makes peak hour road rage in New York City look tame and every other car game in your collection will be decidedly candy-coated.

Carmageddon allows you to plough through fields and streets that are packed with

pedestrians, literally leaving them for dead! Leave a trail of flesh and blood as you drive over as many innocent bystanders that are silly enough to stand in your way. Massive stacks and plenty of places to drive, top off this 'horrific' game!

Apart from watching all of this in this rolling demo, the entire game includes over 30 cars and heaps of great weapons and power-ups.



Challenge

Get your mother to watch the entire preview without her saying "Ooh, I don't like the looks of that," or "I hope that red stuff isn't meant to bleed," at least once. This is very unlikely, but not impossible!



NIGHTMARE CREATURES

SONY • ACTION/ADVENTURE

• PLAYABLE DEMO

Controls

←↓↑→ – Move
X – Kick
■ – Strike
● – Defend
▲ – Jump
R2 – Use item
L/R1 – Jump left/right

What does *Nightmare Creatures* have to offer? Well, the most immediate thing about *Nightmare Creatures* is its fantastic atmosphere. There really is something eerie about a

small cobble-stoned town that's filled with a thick, cold mist.

This evocative atmosphere sets a somewhat grim mood as you are kept busy with the demons, werewolves and other downright shady characters getting about the place.

Avoid going toe to toe with these guys. Your best bet during this demo is keeping a lookout for valuable items and better weapons.

Challenge

Go on, take the challenge but you've been warned. This one may give you nightmares! One thing's for sure, London in 1834 really didn't look like a friendly place...



your guide to...

THE SCARIEST DEMO CD EVER!

EXHUMED

BMG • ACTION/SHOOTER

• PLAYABLE DEMO

Controls

←↓↑→ – Move
▲ – First-person view
× – Crawl/crouch
■ – Throw
● – Attack
L2 – Inventory
Select – Access Codec system

Exhumed was one of the better *Doom* clones that were released. With less gore and an atmosphere that allows you to take a more laid-back approach to the gameplay, *Exhumed* doesn't have the content

to pose a serious risk to your underwear.

The demo sees you beginning the level with a sword, which is an interesting perspective from the first-person view. You'll soon get your mitts on better weapons though, so swap weapons immediately!

Keep your eyes peeled for hidden switches, goblets, lift-a-like platforms and don't getting too close to the scorpions, mummies or pirahnas. Strangely enough, they're not the friendliest chaps around.



DOOM

GTI • ACTION/SHOOTER

• PLAYABLE DEMO

Controls

←↓↑→ – Move
▲ – Shoot
● – Action
L1 – Side step left
R1 – Side step right
Start – Access map
Select – Reset

Doom kick-started the first-person shoot 'em up genre that ultimately spawned a whole generation of fantastic titles. In hindsight, *Doom* was so popular that it will qualify as being a major phenomenon in videogaming history. That classic shoot 'em up now gets a new lease on life on this special demo disc.

Doom is a blast from the past. It oozes with gore and during its day, was the king when it came to frightening videogames. If you look past the blocky graphics and the 'tinny' audio that we've since outgrown, you'll still be scared out of your pants. Turn the lights off, shoot everything that moves but most of all - don't panic! 





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Gran Turismo 2

Start your engines.
The world's
greatest racer is
back to offer more
four-wheeled fun.



PLAYING GRAN TURISMO 2 and taking its 500-odd cars for a spin is like the proverbial starving man at an all-you-can-eat buffet. It's clear that it exceeds all our expectations as a sequel, easily pinching *GT*'s crown as the best road racing game. And now there's rallying and drag racing too.

GT2 will not be lacking in depth. In terms of cars alone, 33 of the world's leading manufacturers are idling in its virtual forecourt. Japanese Hondas and US Chevrolets are parked alongside Jags, Mercs, BMWs and Audis. In total, *GT2* boasts a jaw slackening 594 styles of car all with individual handling. The original *Gran Turismo* had car control pretty much sussed, so there is little room for improvement in the sequel - although the use of drifting is more fluid this time. But the Devil is in the subtle variations between the cars, making each one an individual pleasure to drive because they respond differently to the 28 different circuits.

The courses include city circuits that take in Rome and Seattle as well as demanding dirt courses for rally driving. While the wheels obviously take centre stage in *GT2*, the courses shimmer with the same obsessive pursuit of perfection. As the cars pelt across darkened cities, or twist through woodland trails, or judder along the dirt tracks of a rally stage, the incredibly detailed backdrops are effortlessly shifted.

GT2 will be the total driving experience on the PlayStation. Simultaneously overtaking all of its racing rivals while simulating the pure joy of pushing a car to stupid speeds. It plays like a dream, is fast enough to satisfy the adrenaline brigade and yet offers loads of depth. And that depth comes not from a handful of licences and a hangarful of cars, but from brilliant game design.



INFORMATION

| | |
|---|---|
| ON SALE: | 2 FEBRUARY 2000. |
| GAME STYLE: | THE MOST COMPREHENSIVE DRIVING SIMULATION EVER CREATED. |
| WHY IT'LL BE GREAT: | IT HAS INCREDIBLE ATTENTION TO DETAIL, OVER 600 CARS AND NEARLY 30 TRACKS |
| IF YOU LOVE THESE, YOU'LL LOVE THIS: | <i>GRAN TURISMO</i> , <i>TOCA</i> , <i>COLIN MCRAE</i> , <i>V-RALLY SERIES</i> , <i>MOTOR RACING</i> , <i>TINKERING UNDER YOUR CAR'S BONNET</i> |

EDITED BY

JASON HILL



FORMER COMPUTER EDITOR OF VICTORIA'S HERALD SUN NEWSPAPER, JASON IS ONE OF THE MOST RESPECTED VIDEO GAMES JOURNALISTS IN AUSTRALIA. HERE HE LOOKS AT SOME OF THE HOTTEST GAMES COMING YOUR WAY IN 2000.

Gran Turismo is already the master of road racing, but in *GT2* you get 600 cars to choose from, a chance to drive rally cars and even have drag races. The best is about to get even better....

It's time to burn rubber

incoming <<< >>>

incoming

<<<< the very best games heading your way. If it's not here, forget it... >>>>

Codemasters' multiplayer classic returns to the lab for a mutated makeover.



INFORMATION

| | |
|--------------------------------------|---|
| ON SALE: | 30 MARCH 2000 |
| GAME STYLE: | RACING GAME FEATURING LITTLE CRITTERS INSTEAD OF CARS |
| WHY IT'LL BE GREAT: | THE PREVIOUS GAMES WERE HILARIOUS AGAINST MATES |
| IF YOU LOVE THESE, YOU'LL LOVE THIS: | MICRO MACHINES SERIES, CIRCUIT BREAKERS, SPEED FREAKS, CRASH TEAM RACING, PARTY GAMES |

The *Micro Machines* games are some of the most addictive multiplayer games ever made. *Micro Maniacs* looks like continuing the fine tradition, while still giving us enough gameplay innovation to be funky and fresh.

Micro Maniacs

MICRO MACHINES V3 has always been one of the most loved multi-player racers on the PlayStation, so when rumours started filtering through of a sequel, gamers everywhere leapt for joy. But then we heard it would be *Micro Machines* without any cars. Huh? Finally, after much puzzlement, Codemasters showed us their new model.

The mini racing cars have been ditched in favour of strange bi-pedal life forms, called Maniacs, who run around the traditional household tracks.

Maniacs are the result of the genetic experimentation of one Dr. Minimiser, and his attempts to create the ultimate life form. In an effort to turn the Maniacs into highly competitive little critters, the Doc constructs courses around the house designed to fulfil his Darwinian needs, and weed out the weakest. With only the strongest and fastest left he can take over the world.

Aside from the extremely original idea of the Maniacs, the game plays in true 3D - Maniacs run across the breakfast table with the milk cartons and cereal boxes towering above them. Of course you can also use all these objects to aid your Maniac in his quest to become the fastest in the house. The environments are far more interactive and creative than ever before, with the nimble-footed maniacs overcoming obstacles by climbing, jumping or running over them.

Pick-ups and weapons, like those in V3, are a fundamental part of the game, and there's now a combat mode for battles to the death. Each maniac has two special attacks, with each of these attacks having four levels of power-up. Bonus characters can also be unlocked.



| YOUR JARGON-BUSTING GUIDE | | |
|--|---|---------------------------------------|
| BEAT 'EM UP - FIGHTING GAME | NTSC - US/JAPAN TV FORMAT | Rendered - Drawn by computer |
| COIN-OP - ARCADE MACHINE | PAL - AUSTRALIA/EUROPE TV FORMAT | RPG - Role Playing Game |
| FMV - FULL MOTION VIDEO | Platform Games - Cute characters running, jumping | Shoot 'em up - Games where you shoot! |
| MOTION-CAPTURE - REALISTIC, LIFELIKE ANIMATION | Sim - Realistic simulation style game | Sprite - Small game character |

**Have a thrash
at the coolest
sport on four
wheels.**



INFORMATION

| | |
|---|--|
| ON SALE: | 15 JANUARY 2000. |
| GAME STYLE: | REALISTIC SKATEBOARDING SIMULATION. |
| WHY IT'LL BE GREAT: | THERE'S A MASSIVE RANGE OF TRICKS TO PERFORM AND YOU CAN OUTRUN THE COPS. |
| IF YOU LOVE THESE, YOU'LL LOVE THIS: | <i>TONY HAWK'S SKATEBOARDING STREET SK8TER, COOL BOARDERS SERIES, SKATEBOARDING, EXTREME SPORTS.</i> |

Thrasher: Skate and Destroy

SKATEBOARDING IS TRULY THE COOLEST THING you can do on four wheels without having to fork out for petrol... If you're good at it, that is. If you're not, the best you can hope for is to get home safely without injuring yourself or an innocent bystander. It's far safer to play *Thrasher: Skate and Destroy*.

Unlike other boarding games, *Thrasher* is not one that you'll master quickly - even the simplest of tricks will cause you problems initially, but pulling off the more spectacular stunts is far more rewarding as a result. Having to press a button to push yourself along takes some getting used to, but soon becomes second nature and allows you to control your speed more easily than with *Tony Hawk's Skateboarding*.

Starting in Smalltown USA you work your way around major American cities by scoring an increasingly difficult number of points in the time allotted. If you're successful you'll attract sponsors and progress to later levels. If you fail to score enough points within the time limit the cops will come after you. At this stage you can continue to pull tricks, and even receive bonus points for doing so while you're being chased, but the moment they catch you it's game over. If you escape your character will learn more tricks and more equipment will become available.

Courses range from street and subway locations to professional-looking skate parks, and there's plenty of two-player fun to be had. If you want a realistic skateboarding experience without the bruises, *Thrasher* could be right up your street.



incoming

<<<< the very best games heading your way. If it's not here, forget it... >>>>

Cool Boarders 4

Sony's way-cool snow boarding series is about to get a fourth installment.



INFORMATION

| | |
|--------------------------------------|--|
| ON SALE: | 30 MARCH 2000 |
| GAME STYLE: | SNOWBOARDING SIMULATION |
| WHY IT'LL BE GREAT: | CUTTING THROUGH THE POWDER AND PERFORMING RADICAL TRICKS IS GREAT FUN, AND YOU CAN PLAY WITH THREE MATES |
| IF YOU LOVE THESE, YOU'LL LOVE THIS: | COOL BOARDERS SERIES, MTV SNOWBOARDING, TONY HAWK'S SKATEBOARDING, EXTREME SPORTS, SNOWBOARDING |

The *Cool Boarders* series is now a PlayStation institution, and with the possible exception of number two, they've shredded the snowboarding competition. *CB4* should be the best yet...

THE COOL BOARDERS GAMES have long been heralded as the premier snowboarding titles available for the PlayStation. In recent times, an influx of snowboarding and extreme sports games have hit the stores, but *Cool Boarders 4* is showing all the signs of becoming the champ of the white slopes.

Cool Boarders 4 is not only looking stunning, its controls give it the gameplay to match. Action is faster and smoother than in its predecessor, the artificial intelligence of your opponents has improved, and making your way down the mountain at break-neck speeds now relies more on the accuracy of turns and jumps. All this without losing any of the fun of the previous games.

Cool 4 will be the first snowboarding-sim with a four-player mode, no doubt making you popular with your mates during late-night gaming sessions. Another big plus is that the control system allows precise control over your board, which is important because navigating the contours of the challenging mountains is not easy.

Each country has different runs and events. By successfully competing in early events and setting new records, further tracks become available. Players also have a choice of real professional boarders to control, plus real-life boards that you can customise.

While it's more a gradual refinement than a revolutionary title, *Cool Boarders 4* has a new slick shine and plenty to keep you entertained.



Staten Island's finest swap lyrical science for physical violence.

Wu-Tang: Taste the Pain

GAMES BASED AROUND BANDS (or movies, television shows, and cartoons for that matter) are usually rubbish. No one would be surprised if *Wu-Tang: Taste The Pain* was just a cashcow for the Wu-Tang Clan. After all, the Staten Island rappers savvy/megalomania has seen them launch often-dubious solo albums, a clothing range and countless other merchandise. But *Taste The Pain* is a rare beast, a licensed game that demands respect.

This beat 'em up includes everything you'd expect in a *Tekken*-challenger - unlockable characters, story mode, secret arenas, combos, practise modes, replay theatres... and all artfully embroidered with Wu style. *Taste The Pain* is the Clan on PlayStation, from the hardcore rap soundtrack (exclusive to the game) to the oriental stylings of their beloved Kung Fu flicks.

Each of the nine Clansters is featured, with individual fighting styles, weapons and combos. There are swords, chains and even sledgehammers to wield against up to three other opponents. It's certainly not for the feint of heart. Graphics are atmospheric, and the swirling camera angles keep up with the fast-paced action.

It probably won't be as good as *Tekken 3*, but it's a good-looking, arcade-style beat 'em up with a macabre sense of humour and wicked beats. And playing against up to four friends is hilarious.



INFORMATION

| | |
|---|---|
| ON SALE: | OUT NOW |
| GAME STYLE: | BEAT 'EM UP |
| WHY IT'S GREAT: | LOADS OF OUTRAGEOUS MOVES, MULTIPLAYER MADNESS AND A COOL SOUNDTRACK |
| IF YOU LOVE THESE, YOU'LL LOVE THIS: | SHAO LIN, TEKKEN 3, BUSHIDO BLADE, BEAT 'EM UPS, WU- TANG CLAN, RAP MUSIC |



incomming

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Are you ready to
rumble with some
of the maddest,
baddest fighters
ever to grace the
PlayStation?



INFORMATION

| | |
|---|--|
| ON SALE: | OUT NOW |
| GAME STYLE: | CARTOON-STYLE BOXING SIMULATION |
| WHY IT'LL BE GREAT: | THE CHARACTERS ARE HILARIOUS AND TRAINING YOUR OWN BRAWLER IS ADDICTIVE |
| IF YOU LOVE THESE, YOU'LL LOVE THIS: | KNOCKOUT KINGS, BEAT 'EM UPS, WATCHING GROWN MEN BELT EACH OTHER SENSELESS |

Ready 2 Rumble Boxing is one of the best games available for the new Sega Dreamcast. No need to get system envy though, as the PlayStation version is just as good!

Ready 2 Rumble Boxing

WHAT A KNOCKOUT! *Ready 2 Rumble* is shaping up as one of the funniest and most enjoyable beat 'em ups on the PlayStation. Action is fast and furious, and in your first few games, you'll be hitting the canvas quicker than Ken Done with an Olympics T-shirt contract.

The game has 20 boxers, and each comical brawler comes with unique attributes such as height, weight and length of reach. Obviously the smaller fighters are fast but not able to take much of a pasting, while the big boys are slow and strong. Women's rights are set back (or should that be put forward?) with ladies belting it out in the ring with the blokes.

Arcade mode is standard faire, with a series of 12 grueling bouts against computer-controlled opponents of increasing difficulty. But it's the championship mode that offers more depth: You develop a stable of world-beating fighters. Through entering fights, training and gambling, you can raise funds and begin enhancing your fighter's abilities.

There's a good selection of moves available, with jabs, hooks, haymakers, kidney punches and all manner of wild swings available. Each character also has taunts and special moves like headbutts, ear bashes and spinning hooks. There are blocks and dodges, but if you rely on defensive moves you'll get the kind of pasting usually only reserved for nerds in a Western Suburbs playground.





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<<<< the very best games heading your way. If it's not here, forget it... >>>>

Hallelujah! The coming of the long-awaited Messiah should be manna from heaven

Messiah



INFORMATION

| | |
|---|--|
| ON SALE: | AUTUMN 2000 |
| GAME STYLE: | SHOOT 'EM UP ADVENTURE |
| WHY IT'LL BE GREAT: | VERY ORIGINAL AND OFFERS AMAZING FREEDOM TO BE PLAYFULLY DEVIOUS |
| IF YOU LOVE THESE, YOU'LL LOVE THIS: | MDK, QUAKE II, TOMB RAIDER, ORIGINAL GAMES |

Messiah has been so long in development that there are jokes that the game's final release will be as miraculous as the Second Coming. It does appear to be on its way soon though.

WHILE MESSIAH PUSHES THE PLAYSTATION in terms of depth and amazing visuals, the star of the show has got to be Bob, the cherub ordered by God to clean up the infested world of the future. This is no angel in swaddling clothes. Bob's job is to save Earth from itself, battling evildoers and ultimately taking on the Devil himself.

Bob has been given the power of possession so that he can sneak up on any person, animal or genetically engineered being, and leap right into their soul. Bob can then use their bodies, their weapons, or even their bare hands to strangle, cripple, impale and incinerate the cities of sinners sent to stop you from finding Satan himself. The game contains over 30 creatures from all levels of the evolutionary scale, and each body contains a variety of high-powered weapons.

It's fresh and original stuff, and as imaginative as the huge 3D worlds that make up this bizarre action/adventure are impressive. In terms of design, *Messiah* lifts from techno, Japanese anime, comics and all manner of cyberpunk influences. The game's 14 worlds are both interactive and detailed, and exploring the environments is a rare and dazzling treat.

In a market saturated with clones and sequels, *Messiah* should be a revelation.



The best is
about to get
even better

ISS Pro Evolution



THE ISS PRO NAME HAS BECOME LEGENDARY in the realm of soccer games because of its complex yet intuitive simulation of soccer. As the title suggests, the latest game in the series is an evolution, but still should be the best in the series.

Visuals have been improved, and the pitches are bigger, allowing more tactical scope. Plus, players interact with the ball in a much more realistic and fluid way, thanks to the greater number of movement animations on offer. Players stop the ball, turn, chip, shoot, tackle and shimmy with amazing grace. There are more in-game strategy options, and loads of new moves.

INFORMATION

| | |
|---|--|
| ON SALE: | 30 MARCH 2000 |
| GAME STYLE: | SOCCER SIMULATION |
| IF YOU LOVE THESE, YOU'LL LOVE THIS: | ISS SERIES, FIFA SERIES, THIS IS SOCCER, SPORTS SIMULATIONS, WORSHIPING THE ROUND BALL |

The traditional
style of Japanese
role playing game
is still alive
and well.

SaGa Frontier 2



IT TOOK THE EPIC SUCCESS of Final Fantasy VII to make role-playing games tickle the interest of the average PlayStation gamer. SaGa comes from the very same publisher (Square), but is a much more traditional RPG.

The most striking feature is the old 2D graphics used for the characters and scenery. Gameplay is of the fight-by-numbers variety. All characters have hit points and you use accumulated life points to heal injuries. Your character commands a party of up to 4, and in battle you take turns to hack away against the enemy. The story is set over a few generations of the Gustave Royal Family with the player choosing characters to control in different time periods. It's a long and unpredictable plot and you establish great empathy for the characters.

INFORMATION

| | |
|---|---|
| ON SALE: | 30 MARCH 2000 |
| GAME STYLE: | TRADITIONAL JAPANESE ROLE PLAYING ADVENTURE |
| IF YOU LOVE THESE, YOU'LL LOVE THIS: | FINAL FANTASY SERIES, WILD ARMS, ROLE-PLAYING GAMES, FANTASY NOVELS |

incoming

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Fatboy Slim
versus
PlayStation
Phunk
Phenomenon. You
up for it?

Beatmania



INFORMATION

| | |
|---|---|
| ON SALE: | 30 MARCH 2000 |
| GAME STYLE: | DJ SIMULATION |
| IF YOU LOVE THESE, YOU'LL LOVE THIS: | PARAPPA THE RAPPER, UM JAMMER LAMMY, BEATMANIA ARCADE GAME, MUSIC GAMES |



INFORMATION

| | |
|---|---|
| ON SALE: | 30 APRIL 2000 |
| GAME STYLE: | ACTION ADVENTURE |
| IF YOU LOVE THESE, YOU'LL LOVE THIS: | MEDIIEVIL, DEATHTRAP DUNGEON, APOCALYPSE, TOMB RAIDER |

MediEvil 2

AFTER SAVING THE LAND in *MediEvil*, bony hero Sir Daniel Fortesque looked forward to a peaceful eternal slumber. But he didn't bank on the popularity of his first game, which guaranteed a sequel.

MediEvil II is set during the reign of Queen Victoria in 'Ol London Town. A ruthless industrialist has found a book of black magic and is using it to resurrect the dead and achieve world domination. New characters, new weapons, the ability to use two weapons simultaneously and more puzzles. Yay!

Ace Combat 3: Electrosphere



INFORMATION

| | |
|---|---|
| ON SALE: | 13 JANUARY 2000 |
| GAME STYLE: | FLIGHT SIMULATOR |
| IF YOU LOVE THESE, YOU'LL LOVE THIS: | ACE COMBAT SERIES, FLIGHT SIMULATORS, BIGGLES BOOKS |

TAKE TO THE SKIES in the latest in Namco's popular series of arcade-style flight sims. *Ace Combat 3* remains easy to pick up and play while also offering experienced pilots comprehensive control over their craft with great Dual Shock controls.

Graphics are superlative, and there's loads of varied missions, aircraft and weapons. But more importantly, there's an involving storyline that is directly effected by your actions and decisions throughout the game.

RALPH

February issue | out now

Tania Zaetta | pushes all the right buttons

incoming

<<<< the very best games heading your way. If it's not here, forget it... >>>>

Ergheiz



If you fancy a good stoush and have a penchant for *Final Fantasy* characters, this could be the game of your dreams. Fighting is fairly basic, but very fast. But what makes *Ergheiz* special is its quest mode that is actually a reasonably substantial role playing game.

INFORMATION

ON SALE: 3 FEBRUARY 2000
GAME STYLE: ARENA BEAT 'EM UP
IF YOU LOVE THESE, *TEKKEN, TOBAL, BUSHIDO*
YOU'LL LOVE THIS: *BLADE, FIGHTING GAMES*

Prince Naseem Boxing



Codemasters' long-awaited boxing simulation will be the most authentic representation of the sport yet seen. The game has an intuitive control system but offers plenty of depths. Animation is impressive, and the distinctive style of Prince Naseem has been well recreated.

INFORMATION

ON SALE: 30 JANUARY 2000
GAME STYLE: REALISTIC BOXING SIM
IF YOU LOVE THESE, *KNOCKOUT KINGS, READY 2 RUMBLE, BOXING*
YOU'LL LOVE THIS: *BOXING*

Fear Effect



This is *Resident-Evil-meets-Blade-Runner-in-a-manga-style*. Control three super-tough mercenaries as they attempt to find the missing daughter of a Hong Kong Triad leader. You'll travel from streets and roofs of Hong Kong to the depths of Hell itself. Stylish and unusual.

INFORMATION

ON SALE: AUTUMN 2000
GAME STYLE: ACTION ADVENTURE
IF YOU LOVE THESE, *URBAN CHAOS, RESIDENT EVIL, MANGA CARTOONS*
YOU'LL LOVE THIS: *MANGA CARTOONS*

Star Trek: Red Squad



Red Squad is set around the time of the Next Generation series, and Michael Dorn (Worf) and Patrick Stewart (Picard) will appear. New small attack fighters for each of the featured species also appear alongside the more recognisable Klingon Warbirds.

INFORMATION

ON SALE: SPRING 2000
GAME STYLE: SPACE COMBAT SIMULATOR
IF YOU LOVE THESE, *STAR TREK, COLONY WARS, WING COMMANDER*
YOU'LL LOVE THIS: *WING COMMANDER*

Toy Story 2



Buzz Lightyear is on a mission to rescue Woody from an evil toy collector. Guide our pint-sized hero around levels set in houses, gardens and alleys. Graphics are impressive, Buzz has a big range of moves, and some of the puzzles are deceptively tricky.

INFORMATION

ON SALE: OUT NOW
GAME STYLE: 3D PLATFORM ADVENTURE
IF YOU LOVE THESE, *CRASH, SPYRO, A BUG'S LIFE, PLATFORM GAMES*
YOU'LL LOVE THIS: *SPYRO, A BUG'S LIFE, PLATFORM GAMES*

In Cold Blood



Think *Metal Gear* was cinematic? Sony will soon bring you a game that could take the PlayStation into a whole new realm of nerve-jangling tension. *In Cold Blood* will offer an intricate and absorbing plot to rival the best Hollywood has to offer.

INFORMATION

ON SALE: 30 MAY 2000
GAME STYLE: ACTION ADVENTURE
IF YOU LOVE THESE, *METAL GEAR SOLID, SYPHON FILTER*
YOU'LL LOVE THIS: *METAL GEAR SOLID, SYPHON FILTER*

PlayStation Release Schedule

Here are the games heading for PlayStation store shelves faster than a *Ridge Racer* car. Hold up a bank, get a second job or start saving your pennies! We've only picked the games that show any sort of promise.



The Micro Maniacs
should be careering
your way in April

EDITED BY

JASON HILL



ONE OF THE MOST EXPERIENCED
WRITERS IN THE AUSTRALIAN
VIDEOGAMES INDUSTRY, JASON
HAS HIS FINGER ON THE PULSE.

| | | |
|---|---------------------------|--------|
| <i>Ace Combat 3: Electrosphere</i> | Namco/Sony | Jan 00 |
| Comprehensive yet accessible flight simulator with an involving storyline. | | |
| <i>Cricket 2000</i> | EA | Jan 00 |
| The long awaited rival to <i>Shane Warne</i> is about to exit from the nets. | | |
| <i>Die Hard Trilogy 2</i> | EA | Jan 00 |
| The big, bad sequel to the drivin', shootin' and adventurin' favourite. | | |
| <i>Discworld Noir</i> | GT | Jan 00 |
| Absorbing point-and-click adventure based on the popular Terry Pratchett novels. | | |
| <i>Road Rash Jailbreak</i> | EA | Jan 00 |
| Ride as fast as you can and belt fellow bikers with big heavy clubs. | | |
| <i>Space Debris</i> | Sony | Jan 00 |
| Space shoot 'em up in the <i>Omega Boost</i> mould. | | |
| <i>Spec Ops</i> | Take 2/Jack of All Games | Jan 00 |
| Realistic and challenging game of soldiers. | | |
| <i>Thrasher: Skate & Destroy</i> | Take 2/Jack of All Games | Jan 00 |
| Comprehensive skateboarding simulation where you can outskate the cops. | | |
| <i>Urban Chaos</i> | Eidos/Ozisoft | Jan 00 |
| Massive adventure with shoot 'em up, beat 'em up and collect 'em up action. | | |
| <i>Vigilante 8: Second Offense</i> | Activision | Jan 00 |
| More far out and funky car combat. | | |
| <i>WWF Wrestlemania</i> | THQ/GT | Jan 00 |
| Promising wrestling simulation from the makers of <i>WCW Vs The World</i> . | | |
| <i>Alien Resurrection</i> | EA | Feb 00 |
| At last, the chance to take on those acid-spitting evil bastards again. | | |
| <i>Armorines</i> | Acclaim | Feb 00 |
| Starship Troopers in a videogame – battle the bugs before they squish you. | | |
| <i>Civilization: Call to Power</i> | Activision | Feb 00 |
| One of the greatest strategy games ever gets a new lease of life. | | |
| <i>Cool Boarders 4</i> | Sony | Feb 00 |
| Another sequel to the world's most popular snowboarding series, with four player. | | |
| <i>Dune 2000</i> | EA | Feb 00 |
| The spiritual predecessor to the <i>Command & Conquer</i> series gets a facelift. | | |
| <i>Eagle One</i> | Infogrames/Ozisoft | Feb 00 |
| Arcade-style flight simulator for budding top guns. | | |
| <i>Ehrgeiz</i> | Square/Sony | Feb 00 |
| Innovative beat 'em up with loads of play modes and <i>Final Fantasy</i> characters. | | |
| <i>Fear Effect</i> | Eidos/Ozisoft | Feb 00 |
| Interesting blend of cyberpunk thriller and <i>Resident Evil</i> -style action adventure. | | |
| <i>Gran Turismo 2</i> | Sony | Feb 00 |
| The long-awaited sequel to the best driving simulator ever. | | |
| <i>Grandia</i> | Ubisoft | Feb 00 |
| Massive and involving role-playing game that will leave you spellbound. | | |
| <i>Legend of Legaia</i> | Sony | Feb 00 |
| Fighting role-playing game with a dramatic storyline and innovative battles. | | |
| <i>Mike Stewart's Pro Body Boarding</i> | Midas/Metro Games | Feb 00 |
| Surf's up on the PlayStation with a host of legends riding the waves. | | |
| <i>Prince Naseem Boxing</i> | Codemasters/Ozisoft | Feb 00 |
| As flamboyant as the English brawler, and just as demanding, too. | | |
| <i>Rally Masters</i> | Infogrames/Ozisoft | Feb 00 |
| Extremely promising and realistic rally driving simulation to take on <i>McRae</i> . | | |
| <i>Resident Evil 3 Nemesis</i> | Capcom/Ozisoft | Feb 00 |
| Prepare to be afraid, very afraid. This looks the best in the popular series. | | |
| <i>Tenchi 2</i> | Activision | Feb 00 |
| A second sneak 'em up ninja adventure. | | |
| <i>The Nomad Soul</i> | Eidos/Ozisoft | Feb 00 |
| Bowie stars and does the music in this lush, futuristic urban thriller. | | |
| <i>Theme Park World</i> | EA | Feb 00 |
| Build and manage a fun park to rival Disneyland for thrills and profit. | | |
| <i>This is Soccer</i> | Sony | Feb 00 |
| Incredibly realistic and visually dazzling soccer simulation. | | |
| <i>Tombi 2</i> | Sony | Feb 00 |
| More madcap platforming action, with charismatic pigs co-starring. | | |
| <i>X-Men</i> | Activision | Feb 00 |
| Promising beat 'em up starring the Marvel Comic heroes. | | |
| <i>Beatmania</i> | Konami/GT | Mar 00 |
| Wannabe DJs listen up – this is your chance to mix it up on the PlayStation. | | |
| <i>Colony Wars: Red Sun</i> | Psygnosis/Sony | Mar 00 |
| Epic, futuristic space combat game with 50 multiple-objective missions. | | |
| <i> Destruction Derby 3</i> | Psygnosis/Sony | Mar 00 |
| The stock-car smash 'em up derby that helped launch the PlayStation is back again. | | |
| <i>Dragon Valour</i> | Namco/Sony | Mar 00 |
| PlayStation-exclusive sequel to the classic arcade RPG <i>Dragon Buster</i> . | | |
| <i>Duke Nukem: Planet of the Babes</i> | GT | Mar 00 |
| Come get some with videogaming's shoot 'em up bad-ass. | | |
| <i>Formula One Racing Championship</i> | Ubisoft/Jack of All Games | Mar 00 |
| Realistic F1 sim from the makers of <i>Monaco GP</i> . | | |
| <i>ISS Pro Evolution</i> | Konami/GT | Mar 00 |
| Promises to be one of the finest soccer simulations ever seen. | | |
| <i>MediEvil 2</i> | Sony | Mar 00 |
| More action adventures in the land of the dead with bony hero Sir Daniel. | | |
| <i>NHL Face Off 2000</i> | Sony | Mar 00 |
| Realistic and fun ice hockey simulation. | | |
| <i>Rayman 2</i> | Ubisoft | Mar 00 |
| 3D platforming fun with that little bloke with no arms or legs. | | |
| <i>Rollcage Stage 2</i> | Psygnosis/Sony | Mar 00 |
| The futuristic racer gets new fab tracks and a host of devastating weapons. | | |
| <i>Rugby 2000</i> | EA | Mar 00 |
| Promises to be the ultimate rugby union simulation for die-hard fans. | | |
| <i>Saga Frontier 2</i> | Square/Sony | Mar 00 |
| Huge and compelling role-playing game from the masters of the game. | | |
| <i>Spacestation Silicon Valley</i> | Take 2/Jack of All Games | Mar 00 |
| Hilarious and wickedly bent platform puzzler. | | |
| <i>Star Ixiom</i> | Namco/Sony | Mar 00 |
| Space shoot 'em up with ships from classics like <i>Galaga</i> and <i>Galaxians</i> . | | |
| <i>Star Ocean: The Second Story</i> | Sony | Mar 00 |
| Innovative adventure RPG with real-time combat and 80 possible endings. | | |
| <i>Unreal</i> | GT | Mar 00 |
| One of the PC's best shoot 'em ups comes to the PlayStation to cause a quake. | | |
| <i>Micro Maniacs</i> | Codemasters/Ozisoft | Apr 00 |
| Race little critters around household surfaces and against your mates. | | |
| <i>TOCA World Touring Cars</i> | Codemasters/Ozisoft | Apr 00 |
| Comprehensive touring car simulation featuring the legendary Bathurst circuit. | | |
| <i>Colin McRae Rally 2</i> | Codemasters/Ozisoft | May 00 |
| The long-awaited sequel to the comprehensive rally simulation. | | |
| <i>Time Crisis Alpha</i> | Namco/Sony | May 00 |
| Namco's fantastic gun game gets an updated version. | | |
| <i>Legend of Dragoon</i> | Sony | May 00 |
| Incredible epic role playing game that could rival <i>Final Fantasy VIII</i> . | | |

don't believe the hype...

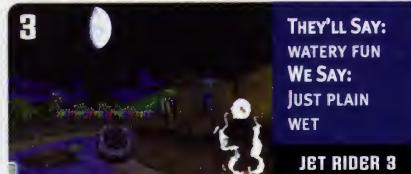
DON'T TRUST THOSE EVIL MARKETING PEOPLE, THESE GAMES ARE NOT FIT TO DESERVE YOUR HARD-EARNED CASH. AVOID!



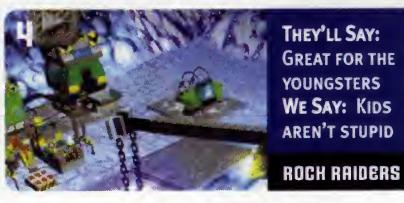
THEY'LL SAY:
GIRLIE FUN
WE SAY:
A REAL BITCH OF
A GAME
BARBIE RIDE



THEY'LL SAY:
YOU'LL BE
HOOKED
WE SAY:
THROW IT BACK
FISHERMAN'S BAIT



THEY'LL SAY:
WATERY FUN
WE SAY:
JUST PLAIN
WET
JET RIDER 3



THEY'LL SAY:
GREAT FOR THE
YOUNGSTERS
WE SAY: Kids
AREN'T STUPID
ROCK RAIDERS



THEY'LL SAY:
GOLF FOR
EVERYBODY
WE SAY:
Nobody's Golf
CYBER TIGER



THEY'LL SAY:
GT BEATER
WE SAY: GT
PRETENDER
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10

EXCLUSIVE PLAYSTATION DEMOS

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JADE COCOON, NBA BASKETBALL 2000, THIS IS SOCCER AND MORE!



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**OFFICIAL
PLAYSTATION
MAGAZINE**

THE HISTORY OF VIDEO

From *Pong* to *PlayStation2* is a long, long way. The almost 30 year history of video games has all the elements of a good game - tense battles, spectacular crashes, wild successes and stunning failures...

Computers have now been around for over 50 years. At the beginning, just after World War II, they were great hulking room sized beasts with as much processing power as a modern calculator and while there were basic 'games' written for some of the machines, very few people ever saw them. It took until 1971, by which time computers had become smaller and more powerful, for the first true video game to emerge...



"Yes, Johnny, it's hard to imagine but someone
will try and re-release Space Invaders on the
PlayStation years from now".

It was called *Pong*, as it sort of emulated the real life game of Ping Pong, and was created by an American engineering graduate called Nolan Bushnell, who knew a good thing when he saw it and formed the company Atari in 1972. The first video game giant was born. The first game "console" could only play *Pong*, but in October 1977 Atari launched the first video game home computer system that allowed players the ability to change games, which were stored on cartridges.

Even though Atari would not really explode until 1982, thanks to the help of a couple of games called *Space Invaders* and *Pac-Man*, it did not take long for competition consoles to emerge. The First Video Game War had begun. Atari, with its massively popular console the Atari 2600 (which had a clock speed of 1.9 MHz and 128 bytes of RAM), always dominated the early-Eighties but faced reasonably fierce opposition from Barbie-maker Mattel's Intellivision and Coleco's Colecovision.

The early Eighties were in many ways a golden age for gaming, with the rule books yet to be written, and some classic titles were released on the Atari, including *Pitfall*, *River Raid*, *Frogger*, *Centipede*, *Defender*, *Zaxxon*, *Battlezone*, *Combat* and *Moon Patrol*. Ah, memories. Unfortunately for every decent game, ten rubbish titles were emerging as everyone jumped onto the bandwagon. The market became flooded, sales slowed, the system was abandoned in 1985. The game of *E.T.* proved such a disaster that in case we will fail, more games were produced so that people would have to play them on and it was one of the last days when that Atari crashed. That year they reported a loss of six hundred million dollars.

The mid-Eighties (84-86) were dark days indeed as most of the emerging games industry was dragged down with Atari. The home computer systems of the Commodore 64 and Amiga were proving extremely popular with gamers, but consoles appeared to have had their day in the sun. However, over in Japan something was definitely happening.

A company called Nintendo, which had been around for a century making traditional Japanese playing cards, had experienced success with its hand-held Game & Watch LCD-screen games and in 1985 launched the first post-Atari Crash home console, the 8-bit Nintendo Entertainment System (NES). Thanks largely to a tubby Italian plumber called Mario, the NES was an enormous worldwide hit and until the PlayStation came along, held the record for the highest global sales with 61 million. One in three American homes had an NES in them.

Nintendo had learnt some lessons from Atari's experience and created a "Seal of Quality", which resulted in a much higher proportion of quality titles. For the second half of the Eighties Nintendo seemed completely untouchable. A rival Japanese company called Sega did

"Yes, chaps,
you look beh
lives and crys



The man on the Powerline says that if you go down the waterfall you'll find extra coins there. Chipper!"

have a console out called the Master System, which like the NES was 8-bit, but although relatively popular in Australia, it did not really threaten Nintendo's global dominance.

Sega's big chance came with the launch of the 16-bit Mega Drive (called the Genesis in the US) in 1989. Far more powerful than both the NES and Master System, it proved popular and was launched into orbit with the arrival of a bright blue hedgehog called Sonic in the early Nineties. The Mega Drive was clearly on the ascendancy by the end of 1991 and the Sega versus Nintendo battle was now on in earnest. This is the Second Video Game War.

Nintendo had counter-attacked by launching its own 16-bit console, the Super Nintendo Entertainment System (SNES), and was aggressively defending its territory by signing third-party developers to exclusivity contracts. The Mega Drive and SNES would be locked in mortal combat for the first half of the decade, with neither system getting a decisive upper hand. This was good for the games industry though, which kept growing and growing. It was by now a multi-billion dollar business and attracting a lot of attention.

The Crash of the mid-Eighties was still a recent memory though and as the mid-Nineties rolled around it appeared that a similar downturn was on the cards. Sega tried to make the most of its aging Mega Drive by releasing two dismal add-on devices, the Mega CD and 32X, which were expensive failures, and messing around with virtual reality devices like The Activator, which no one really wanted to use.

In 1993, an American named Trip Hawkins launched the first 32-bit console, the 3DO, but even though big consumer electronics companies like Panasonic and Goldstar were manufacturing competing 3DO units, they proved very expensive and there was no killer software. It failed. The 3DO was not even officially released in Australia.

The old master, Atari, had by this stage recovered slightly and decided to try again, releasing the supposedly 64-bit Jaguar just after the 3DO. Unfortunately, the Jaguar also had no must-have games to go with it and died a quick and unattractive death. The industry was definitely in a slump, although rumours of new, powerful consoles were in the air.

Sega rush released its 32-bit Saturn in Japan in late 1994 and to the rest of the world in early 1995. The reason for the speedy launch was that Sega knew that giant multinational Sony was just about to enter the console market with its 32-bit PlayStation. The

PlayStation did emerge only months after the Saturn, December 1994 in Japan and September 1995 for rest-of-the-world, and thanks to some impressive games and equally impressive marketing, quickly gained the upper-hand. The Saturn hung around for a couple of years but was quietly abandoned by Sega, who began to focus its attentions on the next machine. While early predictions were for a three-way race, the Third Video Game War was primarily fought between Sony and Nintendo.

Nintendo tried to make the most of its massive installed base for the SNES for a couple more years, and succeeded thanks to innovative programming techniques on games like *Donkey Kong Country*. But Nintendo had announced its new console way back in 1993. It was first called Project Reality, then Ultra 64, and ultimately the Nintendo 64 when it was finally released in late 1996 in America and early 1997 in Australia.

By the time the Nintendo 64 launched the PlayStation had really started to take off and already had a large library of quality games. Nintendo were hurt by the defection to the PlayStation of such game developers as Squaresoft, Capcom and Konami, especially in the home-market of Japan, and even though initially the Nintendo 64 was eagerly snapped up by loyal fans, the PlayStation phenomenon was only just beginning.

The PlayStation just kept selling more and at the end of 1999 had reached a whopping 70 million sales worldwide, making it the most popular games machine ever. The PlayStation changed the face of video gaming, making it an adult past time, and no longer just for kids (although under-18s love it to). Games such as *Tomb Raider*, *Gran Turismo*, *Wipeout*, *Resident Evil* and *Final Fantasy VII* led the way.

Of course, nothing ever stands still and 2000 will bring us the Fourth Video Game War, as Sega has launched its new 128-bit Dreamcast console, which is proving quite popular, especially in the United States.

However Sony is still in control and will launch its DVD-capable PlayStation2 March 2000 in Japan and September 2000 for the rest-of-the-world. In a first, the PlayStation2 will be "backwardly compatible" with the PlayStation1, meaning that users will be able to use their library of games in the new machine. Nintendo's new console, code-named "Dolphin", has been announced for 2000, but appears likely to slip into 2001.

So that's where we stand. Interesting times ahead, and the year 2000 is likely to be the most exciting year the videogames industry has ever seen. But in the video game industry all years are exciting, and every year is better than the last in terms of games, hardware and development of products. It will never end.

YOUR GUIDE TO PLAYSTATION 2000

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A GREAT MAG



JUNE '99 - #23

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WORDS: Ewan Corness

The greatest thing about owning a PlayStation is the huge amount of titles available in each game genre. The worst thing about owning a PlayStation is the huge amount of titles available in each genre. Which one of these statements is correct? They both are. PlayStation owners are blessed with a tremendous choice of titles, except with this choice comes the possibility that you're taking home a dud. With this in mind, we've compiled a list of the top five 'must have' games in each genre to help you avoid the thorns (like *South Park*) and find the roses (like *Metal Gear Solid*).

PLATFORM

Platform games are so named because in the early days of games, characters would usually jump from platform to platform as part of the gameplay...



Unlike other consoles, the PlayStation doesn't have a cute plat-forming mascot that will guarantee huge sales of a particular title. Instead, it has a solid 'posse' of characters, all with their own successful franchises.

Even though it's not a franchise (yet...), *Ape Escape* quickly became the PlayStation's top platform game, due to its innovative use of the Dual Shock controller. Using the analog knobs to perform tasks such as rowing a boat or controlling a hand-held propeller introduced a new level of dexterity to PlayStation gaming.

Abe's Exoddus is the total opposite to *Ape Escape* – a 2D platformer that relies more on brain-taxing problems to solve than any type of hand-eye coordination. Making Abe fart was a big plus with the under 12s too.

Spyro 2 and *Crash 3* both helped cement these two franchises as PlayStation classics. *Spyro 2*, with its unmatched 3D visuals, and *Crash 3*'s retina-popping colour schemes and pseudo-3D world took the popularity of the purple dinosaur and wacky bandicoot to another level.

1. Ape Escape



2. Abe's Exoddus



3. Spyro 2



4. Crash 3



5. Medieval



Worst: Rascal

STRATEGY

Strategy games require time, commitment and intelligence for success...

1. Tony Hawk's Skateboarding



2. Anna Kournikova Smash Court



3. NBA Live 2000



4. FIFA 2000



5. Shane Warne Cricket '99



Worst: NFL Xtreme



SPORTS

Some people believe that there's no use playing a sports game simulation – you may as well go outside and play the real thing. Many gamers would disagree.

Tony Hawk's Skateboarding did what most sports games aim for, but rarely achieve - hitting the hardcore and arcade market at once. Skateboarding fans flocked to THS in droves due to the realistic manoeuvres, licensed pro skaters and huge environments to thrash around in. The rest of us, who just love enjoyable, in-depth gameplay, loved THS for the ease of play and finally realising how much fun it is to pull off a Switch 720 Stalefish to Madonna. Being encouraged to do a few naughty things (such as smash store directories and police car sirens) also didn't hurt THS's amazing popularity either.

Another sporting legend, Anna Kournikova, lent her name to Namco's *Smash Court Tennis* and helped produce the top tennis game on the PlayStation. There were no other tennis stars on offer (when you've got Anna who else do you need?) in *Smash Court II*, but when it comes down to gameplay and pure fun, no other sporting title comes close.



The PC has generally been the place to get your strategy game fix, but developers have also seen the positive results that can happen when they port their PC strategy games to the PlayStation. Due to the fact that this is probably the least populated genre on the system, even an average title can sell rather well.

Still, the PlayStation does have some top class strategy games, starting with *Civilization II*, the most in-depth strategy title on the PlayStation. Want to create your own world? With *Civ II* you can do it, including building your very own 'wonders' of the world, researching technologies and amassing armies. Just about anything you want to do can be done.

Set in the cliched "post-apocalyptic world", *Warzone 2100* pitted you against other tribes with damn big guns and weapons that could turn you into mincemeat. While your troops are off killing, you get the tech geeks in to help make even bigger killing machines.

If it's great graphics you're after you might want to pass up the strategy titles, but for deep gameplay you can't beat 'em.

1. Civilization II



2. Warzone 2100



3. C&C: Red Alert



4. KKND



5. Theme Hospital



Worst: Rock Raiders



MUSIC

The music game genre is one the PlayStation helped create. Some of the titles aren't exactly games at all, but definitely worth a look if you got da rhythm.



While the PlayStation has become known as the fighting and racing games console, people shouldn't forget that it also ushered in a whole new genre to the world of gaming – the music genre. *Music 2000* isn't really a game at all, but the closest thing you can get to a professional music studio. A must-have title for all you bedroom bangers – now you can impress your friends with tunes you made yourself.

Bust-A-Groove blended awesome graphics and some of the best motion-capturing you'll ever see that brings the dancers on screen to life. It is also one of the best games you can throw on when you've got a bunch of people who have no idea how to play a 'Station but want to see "how the thing works". As long as they're not totally unable to tap along to the beat, that is...

PaRappa and *Lammy* helped reinforce the idea that graphics don't mean diddly if you've got a great concept, and being able to control a rapping dog was a strangely addictive experience. *Beatmania* was a chance to be a DJ without having to spend \$2000 on turntables and spending your nights in seedy, smokey clubs.

1. Music 2000



2. Bust A Groove



3. PaRappa The Rapper



4. Um Jammer Lammy



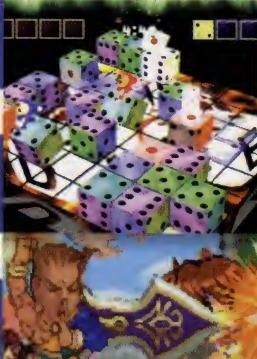
5. Beatmania



Worst: Baby Universe



1. Devil Dice



2. Super Puzzle Fighter Turbo



3. New Tetris



4. Kula World



5. Lemmings



Worst: Live Wire

PUZZLERS

Tetris is probably the all-time classic puzzle game, but the PlayStation has more than just that if you are fond of hair-pulling.

Tiny devils rolling dice on top of each other. Manoeuvring a beach ball around a 3D anti-gravity maze. Stopping cute rodents from committing suicide. No, we're not talking about your parents' acid flashbacks from the 1970's, we're talking about what you'll find in most PlayStation puzzle games.

The top puzzle game on PlayStation at the moment would have to be *Devil Dice*. The main aim of this game is to clear the screen of the dice on the 'playing field' by rolling the faces of the dice so that matching numbers are beside each other. For instance, if you roll a dice so that two twos are side by side, those two dice will disappear. Three threes, those three dice will disappear, etc. Yes, *Devil Dice* is very weird but even if you're not really into puzzle games you'll find yourself wasting an evening in front of the TV without realising it.

A puzzle genre wouldn't be complete without a *Tetris* game, and *New Tetris* is one of the best you'll find. That old *Tetris* magic just never seems to lose its charm, does it?



RACING

You certainly can't accuse the PlayStation of not have enough driving /racing games. All styles of vehicles and racing are covered. Here are the best.

Gran Turismo is arguably the greatest racing game in existence at the moment, on console or PC. The sheer size of the game – almost 300 cars on offer, the 'CarPG' setup of acquiring licences – made it one of the best value gaming investments you could find. Combine the car selection with extremely real physics (except for the car damage, or lack of car damage actually) and the best graphics a PlayStation is capable of, and you've got yourself a classic game.

Even though it's not a standard car / bike racing game, *Wipeout 3* produces the goods in a futuristic racing package. Oh, and it's got weapons! So even if you can't keep up with your mates... simply blast 'em off the road.

In the battle of the rally games *V-Rally 2* blasted *Colin McRae Rally* off the road and is another great example of using just the right amount of simulation aspects in an arcade game. The included track editor ensures that *V-Rally 2* will never lose its appeal.



1. Gran Turismo



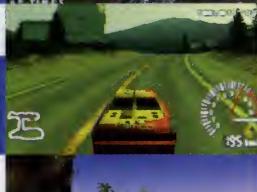
2. Wipeout 3



3. V-Rally 2



4. Ridge Racer Type 4



5. Crash Team Racing



Worst: Max Power Racing



1. Tekken 3



2. Street Fighter Alpha 3



3. Bushido Blade



4. Rival Schools



5. Knockout Kings 2000



Worst: Blood Lines



FIGHTING

Biff! Whack! Kapow! Fighting games have always been popular on consoles and the PlayStation has some of the best biffo games in existence.



Games really come into their own when they allow you to do things that you'd never be able (or want) to do in real life, and that's why fighting games are so damn popular. Would you really want to go up against Yoshimitsu in a street brawl? Thankfully the PlayStation has oodles of great fighting games, starting with the flawless *Tekken 3*.

A near-perfect arcade conversion, the third installment in the *Tekken* series is a must-have title for any PlayStation owner. Yes, the fighting mechanics aren't as realistic as some other titles, but in terms of fun, *Tekken 3* rules the roost. Super-slick visuals and plenty of PlayStation-only extras, like the side-scrolling arcade mode only add to the *Tekken 3* experience.

Street Fighter Alpha 3 showed the world that the '3D only' PlayStation could indeed do excellent 2D games. *Bushido Blade* and *Knockout Kings 2000* are for the fighting game purists - the former for weapons-based fighting, and the latter for Don King-style get-in-the-ring brawling.

ADVENTURES

Adventure games are usually a mix of action and puzzles. Some put more emphasis on the puzzles, others the action. You'll soon know which type of game you prefer.



Some claimed it was an 'interactive movie'. There were those of you who said it was over too quickly. A few people (idiots) even complained about the pixillated graphics. At the end of the day though, *Metal Gear Solid* is probably the most engrossing gaming experience available to console gamers. From the excellent plot through to the 'go anywhere, do anything' feel of the game, it'll take the release of the PlayStation II before we see another game as revolutionary as *MGS*.

Resident Evil 2 is in a class of its own as well, being a sequel that actually improved significantly on the original, instead of just cashing in on a popular name. Everything that we loved about the original *Resident Evil* made a repeat performance - hordes of zombies to kill, big-ballsy weapons to fire – but with a more interactive storyline and better voice acting. The recently released *Dino Crisis* went even further still, featuring well-animated, vicious dinosaurs as the enemy and improved visuals from the *Res Evil* games.

The first *Tomb Raider* came out an eternity ago, or so it seems, but it revolutionised the 3D-adventure genre and helped pave the way for games like *Metal Gear Solid* and *Soul Reaver*. The latest adventure, *Tomb Raider 4: The Last Revelation*, is also the best.

- | | |
|---|--|
| 1. Metal Gear Solid | |
| 2. Dino Crisis | |
| 3. Tomb Raider 4 - The Last Revelation | |
| 4. Resident Evil 2 | |
| 5. Legacy of Kain: Soul Reaver | |
| Worst: Attack of the Saucermen | |

RPGs



Role-playing games used to only appeal to a small 'niche' audience, but the *Final Fantasy* masterpieces from Squaresoft changed all of that.

Great role-playing games (RPGs) are sometimes compared to a good novel, due to the comparative effect they have on the reader / gamer. Just like the way you can't put down a good book and you find yourself up until all hours of the morning wanting to find out the next detail in the story, some RPGs don't allow you to switch off your PlayStation until you find out the next plot twist.

No RPG series has featured 'unswitchability' more than *Final Fantasy*, especially *FFVII* and the recently released *FFVIII*. These two games are both massive (*FFVII* is three disks, *VIII* is four) with extremely complex plots. Most Hollywood writers could do themselves a favour by playing these games to get some ideas on how to write engrossing stories.

Nothing else really comes close to the *Final Fantasies* but *Alundra*, *Wild Arms* and *Suikoden* are very enjoyable in their own way.

1. Final Fantasy VIII



2. Final Fantasy VII



3. Alundra



4. Wild Arms



5. Suikoden

Worst: Monkey Hero

1. Time Crisis



2. Quake II



3. Point Blank 2



4. Colony Wars: Vengeance



5. R-Type Delta



Worst: South Park

SHOOTERS

Shooting games have come a long, long way since *Space Invaders* and the PlayStation has a broad range of shooters to choose from.

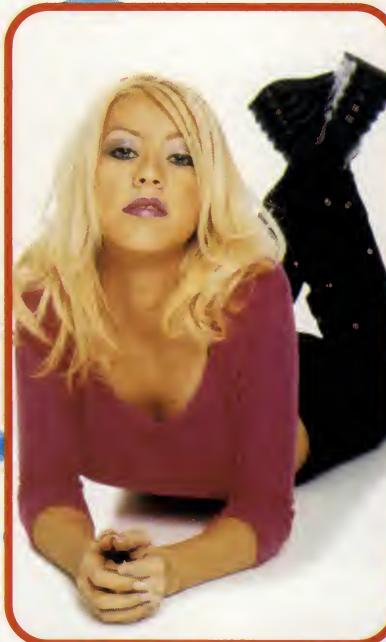
Even though the graphics of *Time Crisis II* are already looking dated (by arcade standards anyway), the original *Time Crisis* is still the top PlayStation game when you want to unleash a hail of hot lead against hordes of rather stupid enemies. With a G-Con.45 and a copy of *Time Crisis* you're looking at plenty of sleepless nights as you try for the 46th time to shave half a second off your best effort. Also, the addition of a PlayStation exclusive game (which is arguably better than the arcade levels), that includes various paths depending on how quick and accurate you are, makes *Time Crisis* the ultimate shooter.

After what seemed like an eternity *Quake II* arrived on the PlayStation, looking and playing about as well as you'd expect. Sure, the graphics can't touch the PC version, but the gameplay – the most important part of the *Quake* experience – is right on the money. If you've got a multitap and want to frag some of your mates, *Quake II*'s four-player multiplayer action is untouchable.



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PLAYTEST

Five-star Reviews

The five games given five stars by our five stars!



EDITOR
ROB PEGGLY

IT'S AN INTERESTING QUINTET of games that our review panel have offered up for this PlayStation Collection. They could perhaps be considered the unsung heroes of the past PlayStation year. Apart from *Dino Crisis* they didn't really fall out of the hype tree and hit every branch on the way down. Most of the games simply turned up in the office overshadowed by other great titles, scored huge marks and then snuck out onto the shelves. Word of mouth meant they've done reasonably well, but perhaps they haven't got the attention they deserved. We hope to put that right. *Spyro* was left in the vapour trail of Crash's new racing game, but is still a wonderful platform title as Mike Wilcox expands. *Warzone 2100* is arguably the best strategy title of all-time. Right up there with *Command and Conquer* and the like. *Syphon Filter* gives *Metal Gear Solid* a run for its money in the spy stakes, and *Tony Hawk* is an exceptional game – innovative, exciting, original and addictive. Try any of these five games for size and we guarantee you won't be disappointed.

Rob Peggley

GRAPHICS
GAMEPLAY
SOUND
OVERALL



MIKE WILCOX



JASON HILL



RICHIE YOUNG

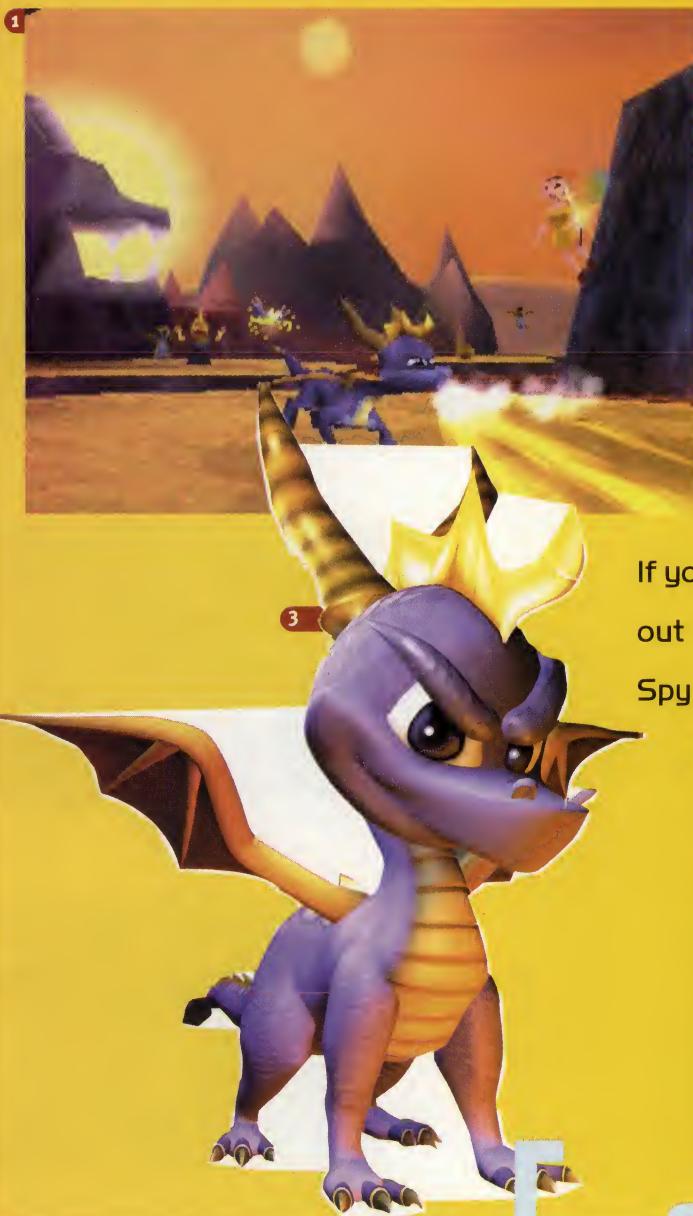


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- 3 SPYRO HAS GROWN UP SLIGHTLY FROM THE FIRST GAME - HE'S STILL A VERY YOUNG DRAGON THOUGH.
- 4 SOME OF THE LEVELS ARE HUGE AND YOU'LL NEED TO EXPLORE EVERY NOOK AND CRANNY.

spyro 2

If you're game enough, you can try taking the dragon out of the fire, but just try taking the fire out of Spyro the Dragon... Go on, dare you!



SPYRO 2 Gateway to Glimmer

spyro 2

The latest fiery offering from Insomniac sees a mixture of the original *Spyro*'s fun-filled qualities, plus so much more it would be unfair to class *Gateway to Glimmer* as a "more of the same" sequel. The designers have lifted the hood, and planted a shiny new engine inside, offering an exhaustive array of improved graphic effects, as well as giving the overall gameplay a solid re-tuning.

From the opening story-setting scenes, we learn of a dino-riding bad dude named Ripto, who has recently invaded the worlds of Avalar. It appears that a man known only as the Professor managed to

But just before doing so, he uses the machine one last time in an attempt to summon a huge fighting dragon to take on Ripto. Then it is simply a case of our friendly fire-breathing Spyro being in the wrong

"All the Orbs will need to be collected if Spyro wants to get back on his way to that sun soaked beach."

create portals that allowed space-travel between planets. Unfortunately, while testing his new invention, he accidentally sucked Ripto and his pair of 'bozzo baddies' into the lands of Avalar.

Fearing that he'd put his portal machine to evil use, the Professor quickly removed the special orbs from the portal and scattered them across the lands.

place at the right time.

On another planet, in a galaxy far, far away, he had just entered a similar travel portal, en route for some sun filled fun on the sandy beaches of Dragon Shores. And, of course, the two portals coincidentally cross paths, and Spyro winds up on Avalar (which must mean there's some big ugly

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AMONG THE COPIOUS COLLECTION OF CUTE 3D PLATFORMERS AROUND, IT'S NOT UNCOMMON TO SEE SOME TITLES COME AND GO WITHOUT EVEN SO MUCH AS A NEW YEAR'S EVE PARTY WIZZY-WIZZER. THE ACTION IS OFTEN AIMED AT YOUNGER GAMERS, AND AS A RESULT THERE'S NOT TOO MUCH ON OFFER TO TANTALISE THE OL' GREY MATTER UP TOP.

WHILE SPYRO'S FIRST ADVENTURE FELL SOMEWHERE IN THIS BALLPARK, IT WAS STILL A WELL OILED AND FINELY POLISHED GAME. THE TRUTH IS WE JUST HAD TO WAIT AROUND A BIT FOR SPYRO TO GROW UP SOME... AND IN GATEWAY TO GLIMMER HE CERTAINLY DOES JUST THAT.



Spyro 2 is a huge leap forward over *Spyro* – bigger levels, more variety in gameplay and an infectious sense of humour. Let's hope Spyro flies onto PlayStation 2.



- 1 ONE OF SPYRO'S NEW SKILLS IS SWIMMING
- 2 OF COURSE, HE CAN STILL DO HIS BAD BREATH FIRE DEATH.
- 3 OOOH, ISN'T IT PRETTY?
- 4 TALKING TO ELORA, ONE OF SPYRO'S FRIENDS WHO CAN HELP OUT ON OCCASION.
- 5 SPYRO IS STILL NOT THE BEST FLYER BUT THERE'S A LOT MORE AIR-BORNE ACTION THAN IN THE FIRST GAME.
- 6 IF YOU HELP CATCH FISH FOR THE LEOPARD CUB YOU'LL GET AN ORB.
- 7 APART FROM HIS REGULAR FIRE BREATH, SPYRO CAN ALSO PICK UP A FREEZE BREATH.
- 8 THE GAME IS SO BEAUTIFUL THAT YOU MAY SPEND TIME JUST RUNNING AROUND HAVING A LOOK AT THINGS.
- 9 FLYING THE SKIES WITH THE GREATEST OF EASE...
- 10 ESKIMO JOE, PERHAPS?
- 11 DON'T GET TOO CLOSE TO THE EDGE!
- 12 YOU WILL HAVE TO HELP MANY TRIBES OF AVALARIS.
- 13 SPYRO VISITS A BONE-HEADED WITCH DOCTOR.
- 14 SPYRO GIVES YOU DIRTY LOOKS IF YOU LEAVE HIM ALONE TOO LONG
- 15 LETS GET ELECTRIFIED.

| | |
|-------------------------|------|
| SPYRO | ★★★★ |
| CROC 2 | ★★★★ |
| GEX 3D: ENTER THE GECKO | ★★★★ |

dragon kicking sand in peoples' faces on a beach somewhere!). Being the true super dragon hero Spyro is, he gladly offers to help the people of Avalor. This is the part where you come in.

If you have never played *Spyro* before, let's make

the original, only this time the puzzles are suitably tougher, and locating all the gems and Orbs requires some serious search n' rescue skills. Luckily, our pony sized purple dragon is capable of a swag of new moves and tricks.

"The same 'find n' fry' game play carries over from the original, only this time the puzzles are suitably tougher"

it easy for you. There'll be a lot of breathing fire, jumping and gliding, collecting gems, and running into the bad guys. You talk to other characters along the way who will try to help you with your adventure.

The same 'find n' fry' game play carries over from

At the start only limited moves are revealed as required, but it's not long before new challenges call on new moves to be learnt. Two of the key characters in the game, Elora and Hunter offer much of the training and advice required to learn these, but there's also 'Sir Moneybags', who isn't as

forthcoming as the other two with help, and charges Gems to part with his knowledge.

Some of Spyro's new skills include, swimming, diving, climbing, hovering, supercharging, spitting, ice-skating, ground stomping and more. The game is not without its simple pleasures though. Most enemies are easy to nail, and the end-level bosses don't require as much skill as they do patience.

As before, exploring each level, and collecting items takes up a large slab of the action in the game, but the focus is more on the completion of certain goals this time. Each level within the 30 new worlds requires you to complete different tasks and there are special rewards for each one. Each level features both primary and secondary objectives. Primary tasks are more elaborate, although not necessarily

WHAT'S IT LIKE AFTER AN

You're right at home with the task at hand, and in fact finding it easier than first thought. You've probably still not aware of the seriousness of the mission at hand. Oh, and now would probably be a good time to grab some band-aids for your thumbs.

HOUR

9

**WHAT'S IT LIKE AFTER A**

If you've been playing from sun up till sun down, including skipping meal and toilet breaks, you'll be well into the levels by now. Even if you have done all the primary tasks and reached the end, there's still all those secondary ones to finish as well.

DAY

WHAT'S IT LIKE AFTER A

Even if you do have a social life, you should've more or less completed all the primary and secondary tasks by now, thus fully finishing the game.

WEEK

**WHAT'S IT LIKE AFTER A**

Some might not pull this game back out after reaching the end, but some will. Of course, the odd few will support their *Spyro* addiction by converting their PlayStation into a living enclosure for their latest pet - *Spyro tamaguchi*.

MONTH



- steering wheel
- dual shock
- no. of players
- memory card
- link cable
- analog
- multitap
- NeGcon
- mouse
- gun

the most difficult, but need to be completed to clear the level. The secondary objective offers a collectible reward, and although not immediately required to move on to the next level, it is needed for the completion of the game. Completing all primary tasks will see the return of all the missing Talismans, and will stop Ripto taking over Avalar, while all the Orbs will need to be collected, if Spyro wants to get back on his way to that sun soaked beach.

In all there are over 100 new characters to offer advice or challenges. Of course, Spyro's sidekick

Sparx is back in this adventure, and plays his part in helping Spyro stay happy and healthy by feeding on butterflies, which need to be found and then caught. A lot has to be said for the improved storyline, which incorporates often entertaining animated scenes, and features some of the better voice acting to appear in a computer game.

The graphics again push the PlayStation. Each environment you visit is alive with glittering effects and animation. If the music seems reminiscent of the first game, that's because Stewart Copeland of

the 80's pop band The Police, has returned to add his special touch. This time Copeland was able to see each level being made and created music that he felt specifically fitted each environment. The results are outstanding and the tunes melt seamlessly into the gameplay.

Even though *Spyro* was great, *Spyro 2* has bigger levels, more to do, and isn't hard on your eyes at all. Be warned, at this rate the world could be facing an invasion of Spyromaniacs any time now.



Spyro 2 succeeds where so many average sequels fail - this is definitely not just more of the same. Look in almost every corner and there are improvements to be found.

Verdict**GRAPHICS**

★★★★★ Cute, colourful, and complete in every way possible.

**GAMEPLAY**

★★★★★ An engaging storyline, with multi layered objectives.

**LIFESPAN**

★★★★ You will finish it, but it'll be hard to put down till you do.



1 IS IT A DINOSAUR OR AN ALIEN?

2 RICK IS THE COMPUTER EXPERT WHO IS CONSTANTLY ARGUING WITH TEAM LEADER GAIL.

3 OUR HEROINE, REGINA.

4 THE MUSCLE-BOUND GAIL IS ON YOUR SIDE BUT HE CAN STILL BE A MAJOR PAIN.

5 DANGER LURKS AROUND EVERY CORNER. EVEN WALKING DOWN A CORRIDOR IS SCARY.

dino crisis

Be Afraid. The beasts from the land that time forgot are back. And they're not happy. The survival horror genre has received a facelift of Jurassic proportions.



dino crisis

Early in *Dino Crisis*, your character Regina is wandering through an office, rifling through cupboards and drawers, when a giant T-Rex smashes through the window and bowls her over with the force of his roar. You will yell. Welcome to the world of survival horror games.

Dino Crisis takes place on Ibis Island in the not-too-distant future. Genius Professor Kirk has set up

a secret laboratory after his country cut funding for his controversial clean energy project. Regina is in a team of Special Forces agents with orders to capture Kirk and seize his research. After arriving at Ibis, the

The puzzles fit very naturally into the story and environment. To get the base operational and start unraveling the mystery of Ibis Island, you'll use computers, move containers with cranes, restore

"Anyone who has played the *Resident Evil* games will be instantly at home, as the controls and gameplay are almost identical."

team quickly discovers Kirk is not the only strange inhabitant on the island.

Anyone who has played the *Resident Evil* games will be at home here, as the controls and gameplay are almost identical. You fight opponents, find keys, security passes and codes to unlock doors, solve puzzles and get clues to unravel the island's secrets.

power supplies and even try your hand at plumbing.

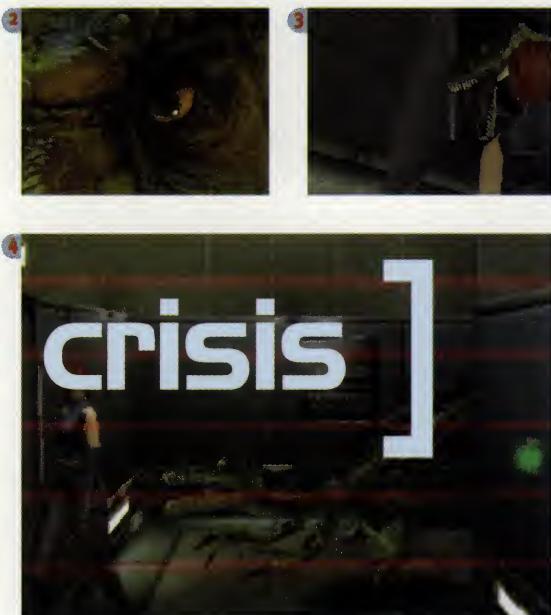
But naturally, it's not all brain-busting problems, you'll have to keep the dinosaurs at bay. You'll have to fight smart if you're going to better them. Raptors, for example, will team up and encircle you. If you're too slow they'll grab you in their ferocious mouths and shake you violently, sometimes even disarming you.

| | |
|---------------|---------|
| BIG W | \$78.84 |
| GRACE BROS | \$89.95 |
| HARVEY NORMAN | \$89.95 |
| KMART | \$88.95 |
| TOYS R US | \$88.99 |

DINO CRISIS IS THE LATEST MASTERPIECE FROM RESIDENT EVIL CREATOR, SHINJI MIKAMI. IT'S EASY TO BE CRITICAL OF THE GAME AS SIMPLY RESIDENT EVIL WITH DINOSAURS, BECAUSE THAT'S EXACTLY WHAT IT IS. FORTUNATELY, THE RESIDENT EVIL TWINS ARE TWO OF THE PLAYSTATION'S BEST GAMES, COMBINING PANT-WETTING TERROR, HEART-RACING EXCITEMENT AND MIND-BENDING PUZZLES. DINO CRISIS REPEATS THE FORMULA ALMOST PERFECTLY, AND HAS LOADS OF ATMOSPHERE AND TERRIFYING OPPONENTS. IT'S FABULOUS.



Limping through a corridor with no ammo and leaving a trail of blood for the dinosaurs to pick up is scary stuff indeed.



- 1 RICK'S READY FOR ACTION.
- 2 THE EYE HAS IT.
- 3 THE OPPOSITE OF THE JAWS OF LIFE.
- 4 UM....BEHIND YOU.
- 5 THERE'S NO TIME TO TALK
- 6 WELL, OK MAYBE THERE IS.
- 7 TINGLES UP THE SPINE, SWEAT ON THE PALMS.
- 8 THIS REALLY IS ONE HELL OF A SCARY EXPERIENCE.
- 9 DUDE, WHAT THE HELL IS GOING ON?
- 10 HUMANS APPARENTLY TASTE JUST LIKE CHICKEN.
- 11 SOME OF THE PUZZLES ARE ACTUALLY QUITE TOUGH...
- 12 RUN...OR BE CHOMPED.
- 13 DINO DANGER LURKS EVERYWHERE...



| | | |
|-----------|------------------------|--|
| or try... | RESIDENT EVIL 2 | |
| | RESIDENT EVIL | |
| | SILENT HILL | |

If you're wounded, the dinosaurs will hunt you down, and if you don't have enough weaponry you'll quickly be turned into lunch. Some of the beasts are very fast; attacking with surprising speed that keeps you on your toes. But you don't have to kill all your

new moves not found in the *Resident Evil* games. She can spin 180-degrees, very handy for making a quick exit. And she can have the gun drawn and pointed while she's walking - a huge improvement.

Weapons include a handgun, shot gun and

are different types of medical pouches and drugs to find, randomly placed around the environments.

Dino Crisis is very tense, and there are wonderful set pieces, like the T-Rex incident, that provide exciting thrills. Limping through a corridor with no ammo and leaving a trail of blood for the dinosaurs to pick up is scary stuff indeed.

The dinosaurs look fabulous, with superb detail and animation. Gun them down and they collapse in a heap with blood oozing from their carcass. And the change to polygon-based 3D backgrounds rather than the rendered environments of *Res Evil* was a sound move, allowing more dynamic camera angles and interactive/moving scenery such as collapsing floors. The visuals are not the best on PlayStation, but it seems silly to complain when the game looks

"If you're wounded, the dinosaurs will hunt you down, and if you don't have enough weaponry you'll quickly be turned into lunch"

predators, sometimes conserving your ammo by running away, or trapping, gassing or tranquilizing them is smarter.

Ammo is scarce and the dull click of an empty gun's trigger as a dinosaur runs at you is panic inducing. Fortunately, Regina sports a couple of

grenade launch. You can also make tranquilizer darts, which will take out even the larger dinosaurs. But be careful because when they wake up they'll be even angrier! You can also upgrade weapons, and you'll have to vigilantly manage your inventory as you can only carry a limited selection of items. There

| | |
|--|--|
| WHAT'S IT LIKE AFTER AN | HOUR |
|  | If you've played the <i>Resident Evil</i> games, you'll be familiar with the controls, but others might find controlling Regina a little awkward at first. Your first sighting of a dinosaur will be nerve-wracking. |
| WHAT'S IT LIKE AFTER A | DAY |
|  | Controls are now second nature, and you will have solved a few simple puzzles, and claimed some dinosaur scalps. The blend of action, puzzles and nerve-jangling tension has you riveted. |
| WHAT'S IT LIKE AFTER A | WEEK |
|  | Most players will have spent most of the week glued to the screen and will be coming to the end of the adventure. The mystery of Ibis Island is nearly unfolded, and the mighty T-Rex is slain. |
| WHAT'S IT LIKE AFTER A | MONTH |
|  | You've completed the game, but the random placement of objects, multiple routes and endings, and variety of special treats for finishing the game keeps you coming back to Ibis Island for another go. |



- steering wheel 
- dual shock 
- no. of players 
- memory card 
- link cable 
- analog 
- multitap 
- NeGcon 
- mouse 
- gun 

and plays this good.

The soundtrack also enhances the atmosphere beautifully. Play in the dark with the volume turned up for best effect. When the chilling music starts indicating a predator could be nearby, *Dino Crisis* provides guaranteed chills.

The plot offers plenty of surprises too. At some stages it branches out, with the player having to choose which path to follow and the story changing accordingly. And there's a whole twist towards the end of the game that is a very welcome surprise.

There are a few grumbles, though. The slow loading times between levels that plagued the Res Evils are back, although shorter. It can get a little annoying having to watch those endless door opening sequences. And because of the 3D environments, it can sometimes be hard to pick out objects that you need to collect. You can miss clues or get stuck without a crucial object.

Also, there's a few times where you die unexpectedly. It might help the seat-of-your pants tension, but it can be frustrating because you can

only save in designated rooms. That said, the number of continues and the number of times you save affects your final rating, so there's plenty of potential for repeat play and learning from your mistakes. There's also multiple endings and secrets to reward skilled players.

Dino Crisis is a ripper. It offers bags of atmosphere, top visuals and a great mix of action and head-scratching puzzles.



Verdict



GRAPHICS

★★★★ **Incredible dinosaur animation and superb 3D environments**

GAMEPLAY

★★★★★ **Great mix of heart-racing action and mind-bending puzzles**

LIFESPAN

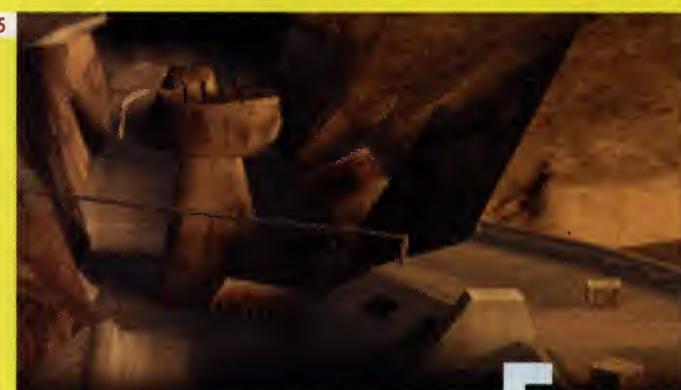
★★★★★ **Multiple routes and endings, and rewards for replay.**

Shockingly good. A thrilling action adventure with a great mix of tension, action and surprises. Will more than satisfy fans waiting for *Resident Evil 3*.



- 1 SAN FRANCISCO IS SKATER'S HEAVEN
- 2 THE FIRST LEVEL IS A BIT OF A SNAP
- 3 BUSTING UP THE MALL IS SOCIALLY IRRESPONSIBLE BUT A HELL OF A LOT OF FUN.
- 4 THE SCHOOL LEVEL HAS SOME CHOICE SECRETS
- 5 DOWNHILL JAM IS DEFINITELY THE HARDEST COURSE IN THE GAME.
- 6 THIS IS WHERE THE SECOND COMP TAKES PLACE.

[tony hawk]



It's time to crank up the punk tunes, grab your trusty skateboard and bust this sucker up.



tony hawk

A quality skateboarding sim has been long awaited by both the videogaming and skateboarding fraternities. For years, skaters searched high and low for a decent game that portrayed an accurate representation of their sport. Several earlier attempts did hit the stores, but none met the expectations and could only be regarded as disappointing.

No matter what games you are inclined to play, you will no doubt appreciate the quality of gameplay in *Tony Hawk's Skateboarding*. It should not be passed by or just regarded as good "for a skate

lacked in many aspects. Certainly, none of them were successful in capturing this urban attitude or developing entirely interactive environments. This is where *Tony Hawk's Skateboarding* has particularly

"the game has successfully captured the gritty fabric that makes up the sport of skateboarding"

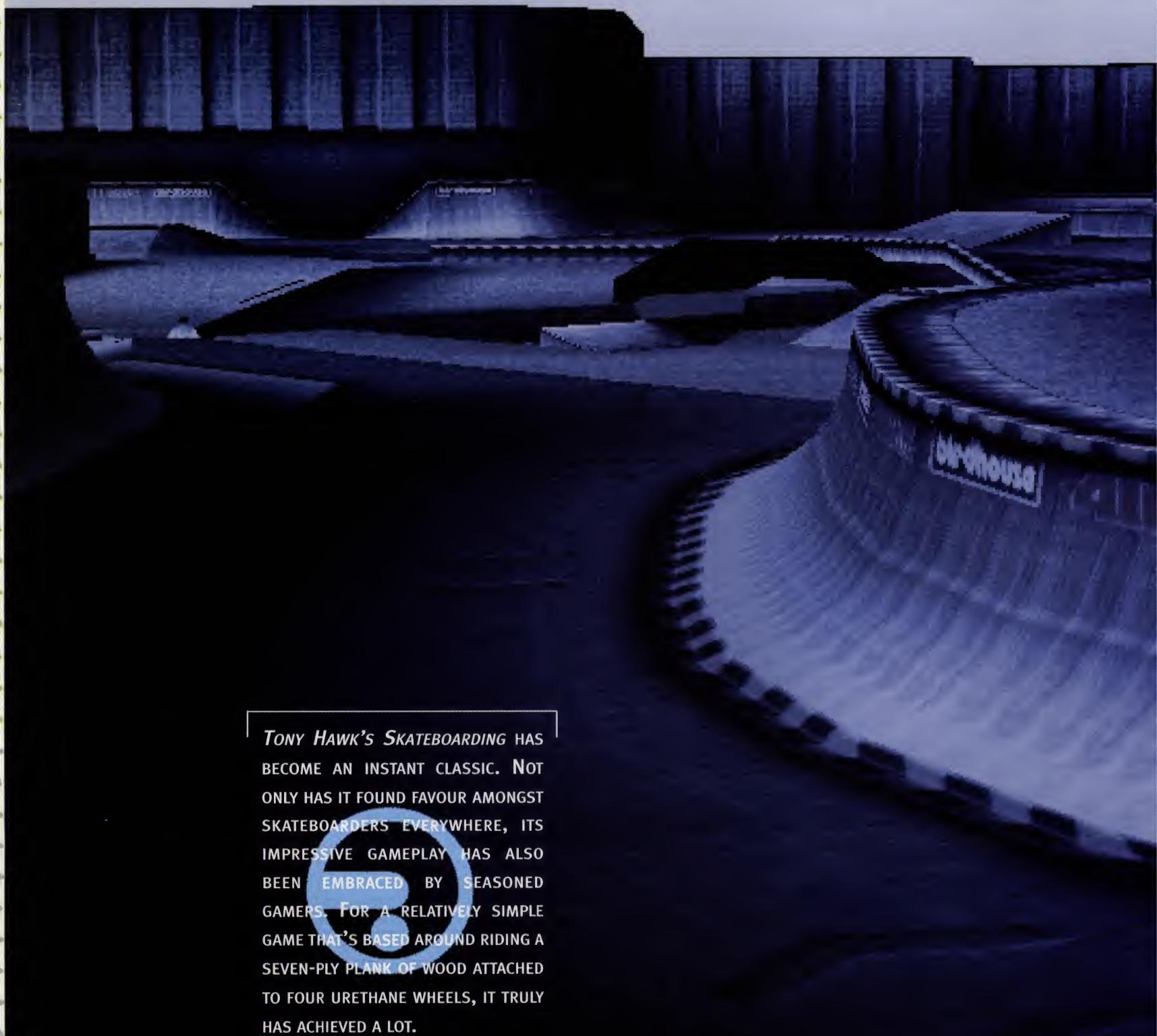
game", as *Tony Hawk* should be considered as an excellent game regardless of genre. As the game has successfully captured the gritty fabric that makes up the sport of skateboarding, gamers who have held even a slight interest in this urban culture may suddenly develop an appreciation for it!

Most of the earlier console skateboarding games

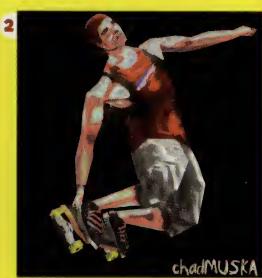
set new high standards, and has moved into a class of its own.

The interactive level designs are immense. With plenty of jumps, ramps, gaps, rails, walls, bowls and bonus points lying around each of the courses, there is no stopping the death-defying fun. Each level has five pre-determined tasks to complete.

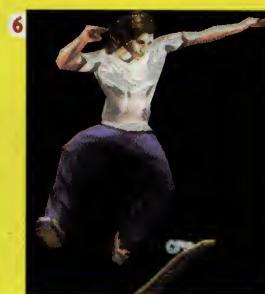
| | |
|---------------|---------|
| BIG W | \$88.84 |
| GRACE BROS | \$89.95 |
| HARVEY NORMAN | \$89.95 |
| KMART | \$88.99 |
| TOYS R US | \$88.99 |



PLAYTEST



tony hawk



| | |
|------------------|------|
| COOL BOARDERS 3 | ★★★★ |
| MTV SNOWBOARDING | ★★★★ |
| STREET SK8TER | ★★★ |

By successfully completing them, the game will award you with videotapes. These videotapes will earn you the right to enter competitions and visit the best skate spots across the United States.

Both real-life and fictional terrain has made it into

With the choice of ten real-life pros to plod around these great levels, many childhood dreams have been answered! The grand master of them all, Tony Hawk is, of course, available. In the world of skateboarding, Tony Hawk is regarded as the

Tony Hawk himself had a lot of direct input into the game to ensure that the technical and physical nature of the sport remained true in the final product. Furthermore, he was motion-captured for unprecedented fluidity and all of the characters that appear in the game also contributed with their input.

Tony Hawk's Skateboarding has a unique blend of realism and fantasy. The tricks, characters, equipment and many levels and gameplay aspects appear realistic. What the game allows these characters however is, well, 'unreal'. Successfully landing your first adrenaline-fuelled big trick is an amazing sight (and feeling) to behold.

Some of the trick combinations in the game are the closest thing to being impossible - even for these top pros. These trick-combinations are also

"There's no hint of slow-down and jostling your opponent to get them off balance is very satisfying."

the game. You'll get to compete for gold at the world-renowned Burnside course or break the speed of sound as you negotiate your way through the Downhill Jam. All of the courses flow for pure enjoyment and have all the things in a skatepark that once you could only daydream about.

legend of all legends.

Tony is not accompanied by a bunch of slouches either! Bucky Lasek, Kareem Campbell, Elissa Steamer, Andy Reynolds, Rune Gilberg, Chad Muska, Jamie Thomas, Geoff Rowley and Bob Burnquist also rank amongst the best in the world.

WHAT'S IT LIKE AFTER AN**HOUR**

You'll just start getting the hang of the trick and combo system. With a taste of things to come and potential tricks already in the pipeline, opening up the rest of the courses just can't come quick enough.

WHAT'S IT LIKE AFTER A**DAY**

After 24 hours you would have tried out all the skaters, pumped out some pretty special moves and done a spot of exploring around some top skate spots. The pursuit of more boards, levels and the hidden character intensifies...

WHAT'S IT LIKE AFTER A**WEEK**

Provided spilling your blood all over the pavement hasn't put you off, your main goal is perfecting the big tricks. Memorising the countless number of button combos and individual special moves is the best study ever.

WHAT'S IT LIKE AFTER A**MONTH**

Many gamers will have 'clocked' *Tony Hawk* by this stage. All of the levels will be available and the identity of the hidden character revealed. Go back and complete it with all characters and earn multiple tapes in a single run.

7**8****9****10**

steering wheel



dual shock



no. of players



memory card



link cable



analog



multitap



neGcon



mouse



gun



the very reasons why this skateboarding-sim is so damned enjoyable. This baby looks and plays even more insane than the real thing. After nailing all of the basic tricks, the next step is mastering the special tricks. The Neversoft development team added a special trick meter, to allow certain tricks to be 'pulled off' when you get your meter glowing hot. This meter is fantastic way for these special tricks to be employed.

Ultimately, the main incentive to finish this game is to open up the videos. Depending on how you

placed in the three competition levels, the game will have three different endings. Placing first in all three of these levels will result in the best ending and of course, the best video. This is a challenging feat to achieve though, and ensures that the game will 'last the distance' as far as lifespan is concerned.

Thankfully, you won't have to enjoy the majesty of *Tony Hawk's Skateboarding* alone. The two-player mode is fantastic. This mode allows you to go head-to-head against a mate as you race to beat one another's scores in the allocated time. While this

mode is best played on a large screen TV, there is no hint of slow-down and jostling your opponent to get them off balance is very satisfying.

Tony Hawk's Skateboarding marks the point where the mold that skateboarding games once seemed to share, has finally been broken. It has all the variety, graphics and gameplay that you could hope for and even seems to have that edgy skater attitude to boot. For these reasons, this is a groundbreaking and bloody entertaining game, whether you're a skater or not.

Not just great for a skateboarding-sim, this is truly a fantastic game in all respects. One of the best PlayStation games ever. We want *Tony Hawk Skateboarding 2* now!

verdict**GRAPHICS**

★★★★★ Great environments and motion-captured skaters.

**GAMEPLAY**

★★★★★ Unreal 3D game engine and excellent levels.

**LIFESPAN**

★★★★★ Go for multiple tapes with different characters.



- 1 BUILDING UP AND DEFENDING YOUR BASE IS CRUCIAL
- 2 GOING TO WAR - A PITCHED BATTLE
- 3 THE 3D GRAPHICS ARE VERY IMPRESSIVE. EXPLOSIONS ARE NICE TOO.
- 4 THE GAME TAKES PLACE IN THE USA AFTER A NUCLEAR WAR
- 5 VEHICLES (AND WEAPONS) CAN BE CUSTOMISED, WITH OVER 400 ADVANCES ABLE TO BE FOUND/RESEARCHED
- 6 LET'S BLOW STUFF UP...COOL...HUH-HUH.

Earth's automated defence systems have turned against humans and the only thing that stands between them and the annihilation of earth is you. God help us.

warzone 2001

warzone 2001

The designers of *Warzone* have done an excellent job of drawing out the very basic RTS (real-time strategy) pattern of build, search, and destroy over a series of missions. This means you keep the same base over an entire campaign, adding to it, defending it, and sending out search-and-destroy teams over the course of multiple scenarios. Just in case you get bored of the same old

map, half of your missions involve getting transported to new, distant battlefields by airship and then returning to your home base after achieving your objective. The other nice part of this

The battles themselves are fought with a fully integrated 3D engine that takes into account subtle differences in grade and terrain, so there is an actual advantage in choosing wheeled or tracked units for

"The battles themselves are fought with a fully integrated 3D engine that takes into account subtle differences in grade and terrain"

continuity is a unit experience system that allows you to upgrade veteran units into more powerful vehicles, giving you something more to think about besides blindly sending waves of generic units into meat-grinder battles.

different kinds of missions. Although the engine is a little sparse on things such as trees and small terrain features, it does a good job depicting sprawling radioactive deserts and blasted urban settings. Unit graphics are also very good, and with

| | |
|---------------|---------|
| BIGW | \$84.88 |
| GRACE BROS | N/A |
| HARVEY NORMAN | \$89.95 |
| KMART | N/A |
| TOYS R US | N/A |



REAL-TIME STRATEGY HAS NEVER REALLY TAKEN OFF ON CONSOLE SYSTEMS BECAUSE OF THE GENRE'S COMPLEX INTERFACE REQUIREMENTS. EVEN THE ARRIVAL OF THE PLAYSTATION MOUSE FAILED TO EXCITE INTEREST. WARZONE 2100 SHOULD CHANGE ALL THAT WITH ITS DEEPLY INVOLVING TECHNOLOGY DEVELOPMENT, GREAT GAMEPLAY AND INTERESTING STORYLINE.



[warzone 2100]



A mouse is highly recommended for playing *Warzone 2100* by the way. If you don't have one already, this is a great reason to get one!



or try...

COMMAND & CONQUER

★★★★

C&C: RED ALERT

★★★★

KKND

★★★★

a little practice on your part, it is possible to differentiate between units using the same chassis with different weapon loadouts.

used is totally unique in this genre and has in fact been pinched from another, namely the PC space strategy genre. It involves the process of developing

which in turn engages the player on a deeper level than simply being granted unit Y and building Z because you've reached mission X.

The developers have also come up with some great defensive structures for your bases including Sensor towers that calculate the trajectory of incoming fire and automatically launch a counter barrage using your artillery or aircraft. There are some brutal automated mortar weapons as well.

Nothing is perfect unfortunately and *Warzone* does have its' share of problems. For example, when ordered to move your units don't turn on the spot but instead drive in little circles. Yes, it sounds trivial but it does get a bit silly when you have a large group together all trying to turn circles around each other!

"The way in which new technology is gained and used is totally unique in this genre... it involves the process of developing technology for new components and then using these components to construct custom-designed units for various combat roles"

The areas where *Warzone 2100* really stands out is in the implementation of your research and the cleverness of some of the building and unit types. The way in which new technology is gained and

technology for new components and then using those components to construct custom designed units for various combat roles. This allows you to customise your forces in an unprecedented way,

| | |
|--------------------------------|--|
| WHAT'S IT LIKE AFTER AN | HOUR |
| | You're getting to grips with the interface, getting your butt kicked by your PlayStation and generally thinking, "hmm, what the hell do I do now?" |
| WHAT'S IT LIKE AFTER A | DAY |
| | Now you're cooking - mainly deep-fried bad guys. You've got a few defensive structures up around your main base and developed enough tech. to build a few different types of units. You are hooked like a hungry Bass. |
| WHAT'S IT LIKE AFTER A | WEEK |
| | Depending on your skill level and desire to use your social skills you're close to finishing <i>Warzone</i> . Every scrap of technology is at your disposal and the only thing that's left to develop is your tactical skills. |
| WHAT'S IT LIKE AFTER A | MONTH |
| | The lack of a two-player game has probably meant <i>Warzone</i> has spent more and more time under the couch. However you did get some extra mileage from the skirmish mode and now you're just waiting for the sequel! |



The computer controlled AI is also a bit dumb in that your opponent hardly ever rebuilds its defensive structures and doesn't use its unit building capability very well. The designers were obviously aware of these problems though and have compensated to some degree by using the terrain on each map brilliantly.

"Sensor towers calculate the trajectory of incoming fire and automatically launch a counter barrage using your artillery or aircraft"

defensive structures and doesn't use its unit building capability very well. The designers were obviously aware of these problems though and have

A mouse is highly recommended for playing *Warzone 2100* by the way. If you don't have one already, this is a great reason to get one!



Considering the relatively tiny amount of memory in the humble PlayStation, *Warzone 2100* is quite a remarkable achievement and won't disappoint fans of strategy gaming.

The only real-time strategy to play on the PlayStation, but make sure you have a mouse. Innovative and involving.

Verdict



GRAPHICS

★★★★ Overall it looks good, particularly the lighting effects.

GAMEPLAY

★★★★★ Deep, involving and fun. What more do you want??



LIFESPAN

★★★★ No multiplayer, but there's a skirmish mode!



Gabe Logan might not sound like a scary dude, but the man is a walking war zone, and heaps of fun into the bargain.



- 1 IF YOU LIKED *METAL GEAR SOLID* BUT WANTED MORE EMPHASIS ON COMBAT, *SYPHON FILTER* IS THE GAME FOR YOU.
- 2 THERE ARE MANY, MANY ENEMIES IN YOUR WAY. TAKE 'EM OUT.
- 3 OUR TOUGH HERO, GABE LOGAN.
- 4 MMM, CRISPY FLESH.

Syphon Filter

! In *Syphon Filter* you play a hard-case secret agent called Gabe Logan, who makes James Bond look like a cream puff. You shoot first and don't even bother to ask questions later, as long as those who were threatening you are now taking the 'big sleep'. Naturally you can out-shoot, out-duck, out-run and out-think any of your opponents, and you frequently emerge from gunfights taking

out 10 bad guys yet not suffering a scratch.

There are puzzle elements to the game, and you will have to think a fair bit at times, but the bulk of the gameplay revolves around you being point

The opening cinema is also not exactly an example of 3D animation to die for, as the models look odd, move funny, and waffle on painfully as they set up the plot.

"you quickly discover that the subway is a diversion, and you are trapped amongst the burning wreckage"

man and taking on terrorists with a massive arsenal of lethal luggage stuffed into your backpack.

Syphon Filter begins with a full motion video intro that is a bit predictable. You have to stop some biological terrorists who threaten the security of the world, and naturally the authorities feel that you are the best man to exterminate the bad guys.

However having introduced you to the plot the game improves a great deal as the interactive elements take over and the dodgy FMV is quickly forgotten.

Syphon Filter is actually a solid action shooter with multiple, constantly changing mission objectives, lots of diverse environments and a host

| | |
|---------------|---------|
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Syphon Filter

TM

If you liked classic 3D action games like *Metal Gear* and *Quake II* then *Syphon Filter* should fry your burger big time. This game delivers gobs of adrenaline inducing action, and is perfect for those who liked *Metal Gear*, but really wanted a lot more stand up and knock 'em down gunplay.



- 1 READY...AIM...
- 2 YOU CAN NEVER HAVE TOO MANY EXPLOSIONS.
- 3 THE MISSIONS ARE QUITE VARIED AND TAKE YOU ALL OVER THE CITY.
- 4 SYPHON FILTER FEATURES AN INNOVATIVE AIMING SYSTEM.
- 5 A NICE QUICK SNIPER SHOT WILL TAKE HIM OUT.
- 6 THE HIGH-RES TITLE SCREEN LOOK - GABE LOGAN IS A TAKE-NO-PRISONERS AMERICAN JAMES BOND.
- 7 THE ATTRACTIVE DEVELOPMENT TEAM AT 989 STUDIOS.
- 8 ONE MORE EXPLOSION SHOULD ABOUT DO IT.



syphon filter



You must pursue a group of terrorists armed with fashionably lethal viral bombs, and you must apprehend (read kill) the terrorists while stopping their biological warfare program before any 'civvies' are harmed.

or try...

METAL GEAR SOLID

★★★★★

SILENT HILL

★★★★

TOMORROW NEVER DIES

★★★

of really powerful guns. You must pursue a group of terrorists armed with fashionably lethal viral bombs, and you must apprehend (read kill) the terrorists while stopping their biological warfare program before any 'civvies' are harmed.

"the evil 'taser', a high voltage wire projection system which lets you fire a pin into the flesh of a victim, and then pumps many kilowatts down the line."

The first mission opens with you in the middle of a tense firefight with hordes of terrorists. Thankfully you are backed up by your own bomb disposal agents and soldiers. You have to cripple the terrorists' communications system, while chasing

the bad guys into the subway. Sadly, you quickly discover that the subway is a diversion, and you are trapped amongst the burning wreckage of trains, concrete, and twisted steel girders. From here on in the game gets more difficult as you are frequently

alone, outgunned and low on ammunition.

The good thing is that there is always one weapon you can use which requires no ammo. The weapon is the evil 'taser', a high voltage wire projection system which lets you fire a pin into the

flesh of a victim, and then pumps many kilowatts down the line. The taser is great for frying foes, even if it is a bit slow and you have to dispatch foes one at a time. However it uses no ammo, and looks way cool as you barbecue belligerents. The camera even pans around to watch your flaming victim flare up as they burn to death.

The other weapons are also different, and judicious use of the right tool for the job will pay dividends big time. Indeed, if you fail to use the correct weapon in certain circumstances you might not even be able to wound your opponent.

The strategic use of weapons in certain circumstances does add a thinking element to the gameplay and it works well with bosses, but being unable to even wound a 'grunt' like grenade man

| | |
|--|--|
| WHAT'S IT LIKE AFTER AN | HOUR |
|  | The buttons are at first a bit of a challenge to get used to, especially if you haven't played this sort of thing before. That said, there is a lot going on and you can't help but get excited. |
| WHAT'S IT LIKE AFTER A | DAY |
|  | The opening mission is full of action, and there is a lot of in-your-face shooting to be done. A great start. |
| WHAT'S IT LIKE AFTER A | WEEK |
|  | You have now got the easy missions out of the way, and some of the more difficult stealth stuff is probably frustrating and challenging you in equal measure. |
| WHAT'S IT LIKE AFTER A | MONTH |
|  | You may have finished the game by now, but it will have been quite a ride. The later bosses in particular will have kept you on your toes. |



- steering wheel 
- dual shock 
- no. of players 
- memory card 
- link cable 
- analog 
- multitap 
- NeGcon 
- mouse 
- gun 

simply because you aren't using the right weapon is taking things too far. That said, on the whole the gunplay is well judged and you'll enjoy adjusting to the demands of each new situation.

Syphon Filter features an innovative aiming system. Simply put, your accuracy is measured by how long you stop and prop to take a shot. Your accuracy is thus measured by a bar graph, and so is the accuracy of the enemy. Whoever gets a full aiming bar first can be guaranteed a hit. This system takes a lot of the randomness out of combat, and

again makes it a calculated tactical challenge. At first this may seem odd, but it really works well, and watching the enemy's bar growing to the point where they can definitely hit you helps generate a healthy dose of dramatic tension.

You can also use a sniper rifle, and drop enemies with one shot if you hit them in the head. This can be a very good thing as you save ammunition, and can pick up and use your fallen foe's flak jacket for further protection.

Syphon Filter is a superb action game and one

worthy of your collection because it is full of diverse mission types, great weapons and some staggeringly hard bosses. The places you visit are also different and well drawn, and you just have to love the taser and all it stands for. If you found Metal Gear Solid a little too low on combat, but you still want to be a hotshot secret agent this is a great game. Just get ready to die a few times, as the levels aren't always easy.

But then that is the point isn't it?



verdict

GRAPHICS

★★★★ The environments are well drawn and varied.

GAMEPLAY

★★★★★ A mixture of gun-toting action and puzzles.

LIFESPAN

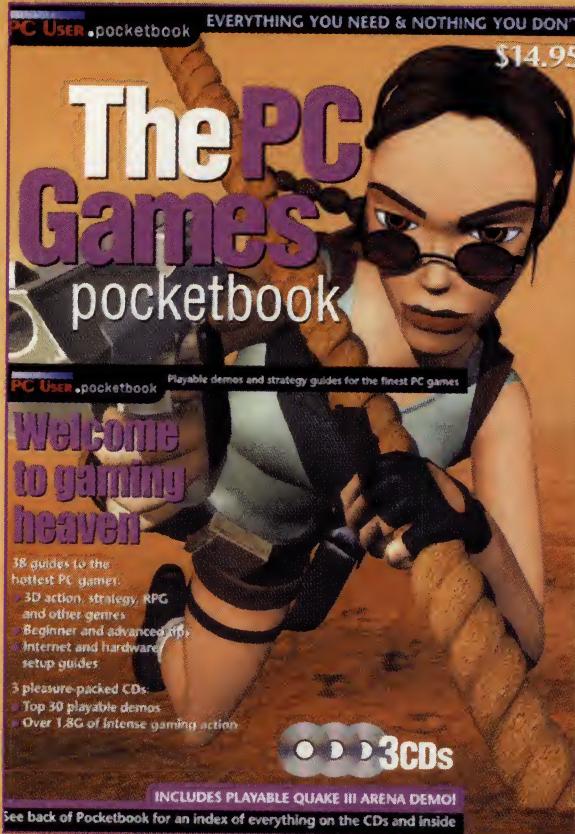
★★★★ You'll finish it eventually, but it will keep you interested.

A mighty fine game. It may not be very original, but it does deliver the goods all the same.

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A Glimpse of the Future



As we head into the new millennium it looks like the PlayStation is moving beyond that little grey box you use to play games on, to having all sorts of uses in the home. Gaze into the crystal ball with us as we take a glimpse at the machine's future.

As the current PlayStation continues to thoroughly dominate the console market we begin to look forward to the time when the next generation PlayStation has arrived, and even more amazing gaming goodness is on tap for many of us.

Looking back at the first Sony 'superconsole', things have come a long way. Indeed, if you go back far enough there was even a time when the PlayStation was to be built by Nintendo in conjunction with Sony (believe it or not).

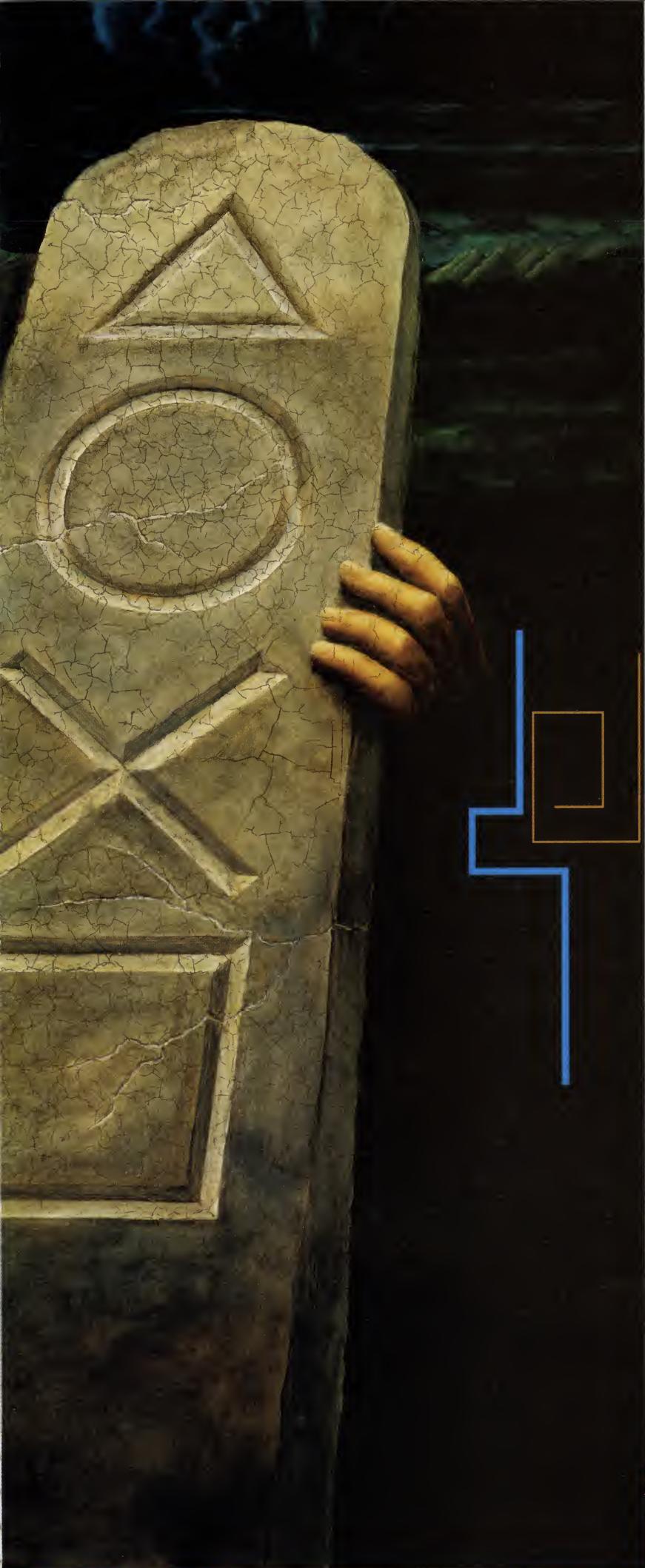
However that relationship soured, and Mario and his pals found that they had a serious fight on their hands when Sony entered the market in 1994.

The original batch of PlayStation games was impressive for the time, but it is astonishing to note just how much things have come on since then. When the unit was first released, the most exciting game on offer was the original conversion of the arcade coin op, *Ridge Racer*. Having fired up this game recently it is amazing how primitive it looks in comparison with later racers like *Ridge Racer 4* and *Gran Turismo*. However there were some early games which though not technically impressive, did set major trends in the games industry. You may not have heard of a weird Japanese 3D platform game called *Jumping Flash*, but this game was probably the first true 3D polygonal platformer. *Jumping Flash* saw you controlling a robotic exoskeleton, which looked like a bunny as you hopped about some bizarre 3D worlds. It was very Japanese, but it was also conceptually totally new. This was long before a certain plumber made the jump to 3D in the N64. *Crash Bandicoot* also has a lot to thank *Flash* for.

The PlayStation saw the birth and growth of some seriously popular characters. Before *Crash* was released in 1996, bandicoots were ignored fuzzy creatures scuttling about in the bush. Also very few people had heard of the terrible thumpfest *Tekken* before it was available on PlayStation. Without the Sony unit we might not have also heard of mind blowing games like *Soul Blade*, *Resident Evil*, *Spyro*, *Metal Gear Solid*, and ahem... *Spice World*. Well perhaps some games aren't that mind blowing, but you have to admit without the PlayStation a whole lot of great games would simply not have existed.

Sony's new beast also changed the way we thought about controllers, as the PlayStation joypad was a clear conceptual leap forward, with the use of L1 L2, R1 R2, shoulder buttons, which were intended to offer the





possibility of 3D control in certain games. The PlayStation also pioneered analogue steering controls. Remember the unusual, and admittedly hard to get used to, Neg Con? The now common Dual Shock pad is another major innovation.

Further, because the games were on CD the PlayStation used memory cards which actually worked better than cartridge based save game systems, as they let you take your save games to a friend's place and play them there. You could also swap, store, and copy your save material, a good thing. The number of saved games were not limited by the cartridge, but by the number of memory cards you had, so it was in effect unlimited.

Also the PlayStation may not have been the first CD based videogames console, that honour goes to the forgettable Amiga CDTV, but with the support of magazines like this very one you are holding, Sony saw to it that the masses got to try before buying in a big way with magazine cover mount CDs chock full of playable demos. Try getting cover mounted demo games with a Nintendo 64. Not possible, my friends.

Furthermore, Sony made it clear that the games business was 'hip' and fashionable. It was cool, and videogames were more than just amusements for girlfriend-less geeks. PlayStations were to be found in nightclubs, playing cool dance music inspired games like *Wipeout*, and Sony went after a broader, more mainstream audience with their marketing (after the initially poor start with their awful SAPS adverts). Some of their ads even won media awards.

As a result the PlayStation is the biggest selling videogames console in history. It has the biggest library of games by a country mile, and if you are after any sort of game genre, you can bet there is a good selection of PlayStation games to cater for your needs.

So having come so far it is now time to stop looking to the past and give you the inside track on all things PlayStation for the future, as we follow the PlayStation and its successor, the PlayStation 2 into the next millennium.

In the following pages we will look at exactly why the PlayStation 2 will again push the boundaries when it comes to delivering cooler games, reaching more people, and pushing the envelope of gaming technology. We will also look at the year ahead for original PlayStation owners, as there is a smorgasbord of software still headed your way. Indeed with Sony's commitment to making PlayStation 1 games work on the PlayStation 2, all of the software you have for the original unit is likely to be useful for a long time. Try doing that with another games console!

So put up your feet, take the phone off the hook, slip into something revealing as we show you our goods – gaming goods that is, as we look at the PlayStation as it will be in the next year or so. It looks like being one hell of a ride...



PlayStation 2.

OK, so after being the number one console for almost five years it is now time for Sony to look ahead to the successor to their original unit. Indeed, you may not know that technically the unit we are calling PlayStation 2 should actually be called PlayStation 3. This is the case because Sony actually built a CD ROM games console before they built the grey box we all have in our living rooms. The original console was built in conjunction with Nintendo, and around 200 rare examples were actually completed.

This original project, which even had a few games developed for it, never saw the light of day, because of aforementioned disagreements between Sony and Nintendo, but the unit did serve as a training ground for Ken Kutaragi, the man who went on to design the first PlayStation, as well as the hotly anticipated PlayStation 2.

Sony are looking to release the new machine in Japan on March 4 2000, and we could see it on sale here as early as September this year.

So what will PlayStation 2 mean for gamers, and those of you who (because you are reading this) we can assume have a few original PlayStations between you?

Well the new machine sports impressive technical specs (and more about that later), but the most important aspect of the new machine's feature set is that Sony has decided to make it compatible with the PlayStation we are all using right now. This is great news for those of you who have invested big piles of cash in your beloved software

Twice the fun?

libraries. The fact that PlayStation 2 will be backwardly compatible also means that original PlayStation games will be developed and sold for some time to come, and it is likely that these games will fill up a niche in the market for ultra budget buys.

You want fries with that?

A an original PlayStation game for the price of a hamburger is not an impossible scenario here, and this should help people to see the value in the new unit, while keeping the current crop of PlayStation software circulating for a long while to come. This approach also means that upon launch there will be literally hundreds of original PlayStation games which will work with the PlayStation 2. This will effectively combat any shortfall in PlayStation 2 games at launch – should this happen. You will be spoilt for choice.

Sony have also taken a brave stance with the machine, offering full DVD movie compatibility with the PlayStation 2 right out of the box. This represents sensational value, as dedicated TV top DVD players cost around \$600, and the PlayStation 2 will probably cost only a little more than this (at launch and the price will no doubt drop too). With the PS2, on top of this movie playing ability you will get a whole gaggle of cool games and abilities. Superb!

Some of these abilities are yet to be fully explained, but one aspect of the new machine is definitely worth looking at in more detail.



Drive your data further . . .

The PlayStation 2 will be a 128-bit machine, this is a huge leap forward from the current unit which is 32 bit. However if you aren't technically minded what does this actually mean?

Without indulging in too much technical jargon, it is worth comparing a home console's capabilities to a major arterial freeway. Say for example a freeway with eight lanes is comparable to an 8bit computer. You can send 8 cars (or bits of data) through the machines CPU (central processing unit) simultaneously. Extend this analogy further. A 32-bit computer gives you a 32-lane freeway, and so on.

In other words the PlayStation 2 is capable of handling a phenomenal amount of game data (128 items, or freeway lanes at one time) simultaneously. This means PS2's graphics and 3D capabilities are out of this world.

Feel it baby!

On a more conceptual level the PlayStation 2 hardware will use what Sony have called an 'Emotion Engine'. Essentially what this is, is the ability for the PlayStation2 to calculate real time physics without programmers having to

always do this in software. For example the PlayStation2 will be capable of looking at the trajectory of a fast truck rumbling past, and calculate how much nearby objects of different molecular weight (grass, street signs, people) will vibrate as a result of the movement of air around the truck. This may sound pretty abstract, but the implications for game design are amazing.

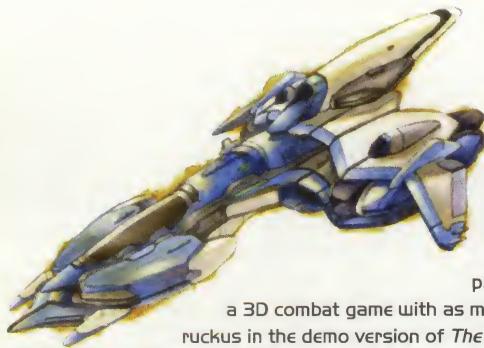
In the past this sort of thing was only possible if a game developer bothered

to write very complex software. However the PlayStation2 will be capable of handling realistic object behaviour in the system's hardware. This will help games developers, greatly freeing up their time to concentrate on game design issues safe in the knowledge that all of the basic physics have already been taken care of.

The main CPU is also said to have the power of 20 million transistors. On this issue Ken Kutaragi, the chief designer in charge of the PlayStation2, has said, "Our target is a crazy level in bandwidth, pixel rate, design rules and transistor count." He adds the PlayStation2 CPU is; "a very, very cutting edge chip".

The new system will also be capable of handling different types of polygonal 3D objects. Most significantly the PlayStation2 will be able to fling large number of polygons with 'bezier curves' about the place. Bezier curves allow the drawing of 3D objects without flat surfaces. This means the PlayStation2 should be able to handle organic curves, like human jaw-lines, arms and other parts of the human anatomy with incredible ease. The use of bezier curves means PlayStation2 should be able to support as much graphic detail in actual gameplay as we are currently seeing in full motion video sequels. 





Game On!



So which games will impress on the PlayStation 2? Obviously titles like *Gran Turismo 2000* and *Tekken Tag Tournament* are likely to be very cool. However there are also new offerings in the wings, probably one of the best of these is Squaresoft's *The Bouncer*. Imagine a 3D combat game with as many moves as *Tekken*, but where combat takes place anywhere. The ruckus in the demo version of *The Bouncer* shown recently at the Tokyo game show began on a railway platform, then moved onto the train with the fighters knocking seven bells out of each other all of the way. Hopefully this demo is an indication of what the final game will be like (and not a rendered teaser which the final game doesn't live up to).

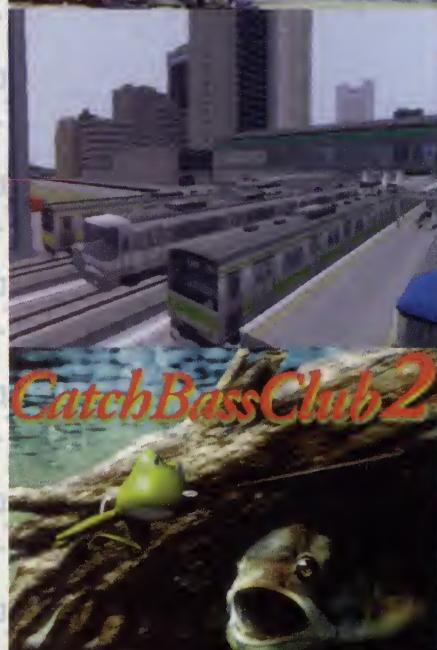
The list of other games is also growing rapidly. *Duke Nukem* is signed up to appear on the system, as is a *Lara Croft* game (although we can't officially tell you this, so shhhh!), a new *Street Fighter* game, a new *Abe's Oddysee*, a new *Ridge Racer*, and a *Chocobo* racing game where you bet on the birds in the competition!

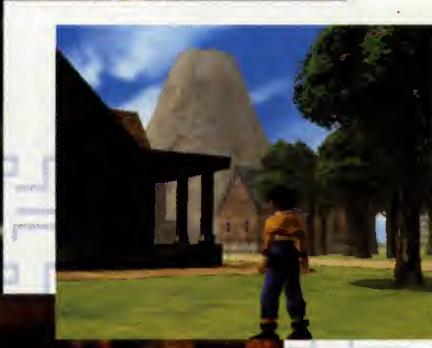
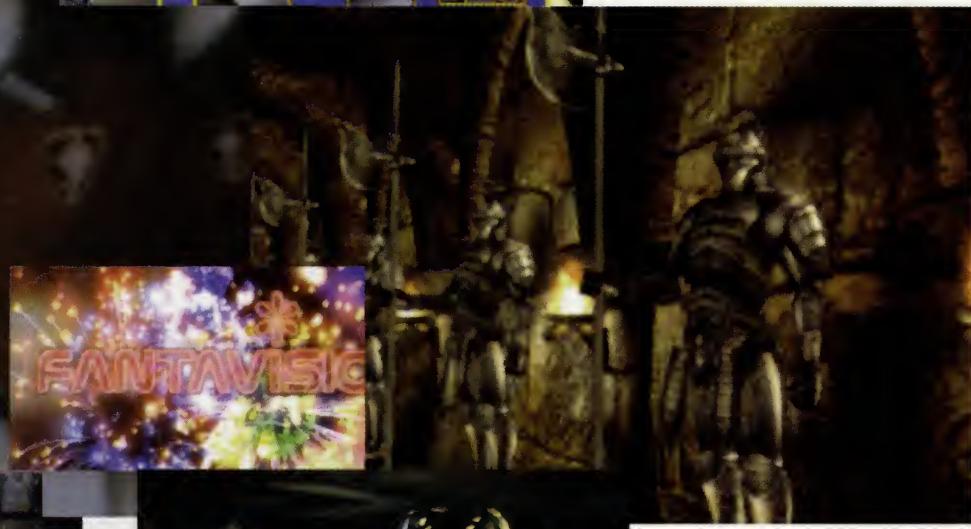
There is even a very cool looking RPG in *Dark Cloud*. This game even has elements of strategy and *Sim City* inspired gameplay. There are also some hot looking sports games, and some weird music based and puzzle games

including *Bust A Move 3*. We covered the list of known projects in the last issue, and it keeps on growing steadily, so there is no doubt you will be able to play the kind of games you want to with PS2.

Saving the best for last, the PS2 will be Internet capable, so that you will be able to play games online. The machine will also probably support high speed cable Internet connections out of the box, and best of all Sony are talking about providing online support for gamers, with demos, upgrades, and even possibly online purchases. Sony are yet to confirm anything regarding their online aspirations, but apparently there are high level meetings scheduled in Japan over the next couple of months and then some big announcements may follow.

Further, the console will probably work with other gadgets like digital cameras, digital audio devices, and there has been talk of a keyboard. So all in all there is certainly reason to keep an eye on 'the one and only'. Time to start saving those shekels as the PS2 could be here sooner than you think.

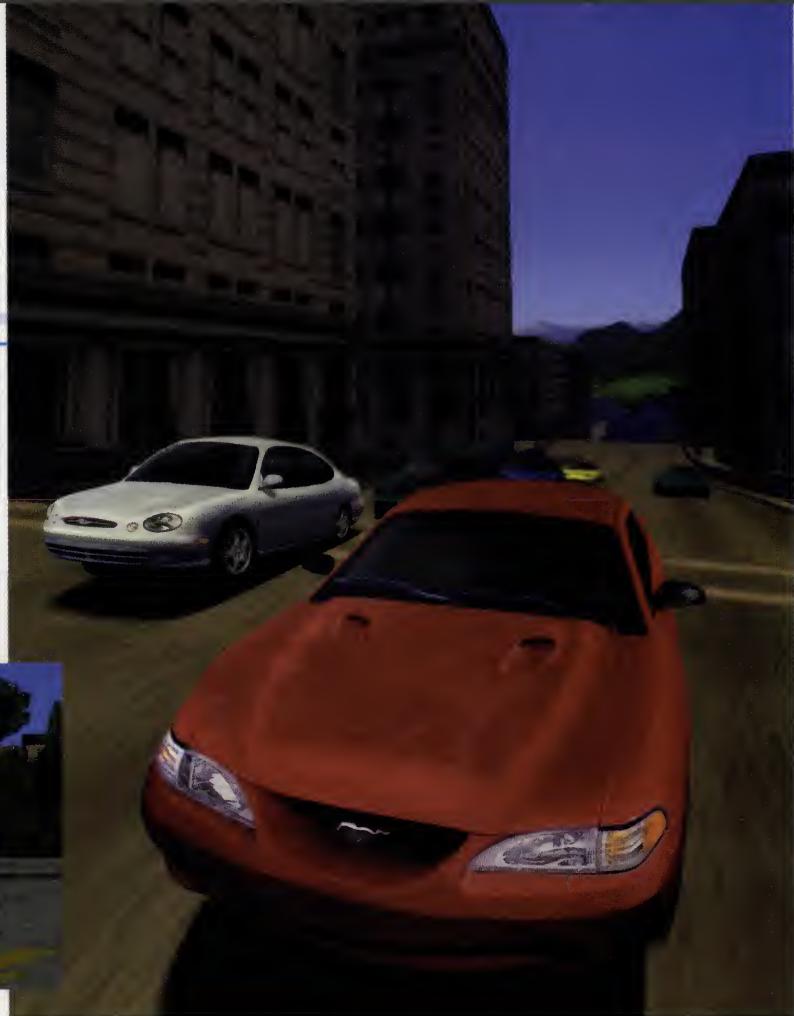




Just in case you thought things were getting quiet on the original PlayStation with PS2 on the way, here are just some of the great games headed our way in the next twelve months or so.

1) Gran Turismo 2

The long awaited sequel to *Gran Turismo* was slated for a 1999 release, but it was not to be. Now *Gran Turismo 2* roars into the new millennium and sets the new standard for racing games on the PlayStation. There are more than 400 cars to blast around in, as well as a host of new racing venues. The handling of the cars has been changed too. In the first *Gran Turismo* the cars only had suspension movement from front to rear, now the cars transfer weight from side to side too, making for more realistic handling. *Gran Turismo* (2) rules the roads again!



2) Colin McRae Rally 2

Colin has walked from his job as a Subaru rally Driver and is now scorching around the World Rally Championship in a Ford Focus. This car becomes the 'focus' of the game and sees you competing in rally events that were recreated by the Codemasters from data gained while Colin was competing. The cars are also twice as detailed now, with more than 700 polygons making up your rally mount. The cars in the original *McRae Rally* only had 300 polygons each. *Colin McRae Rally 2* should be a rally sensation when it comes out this April.

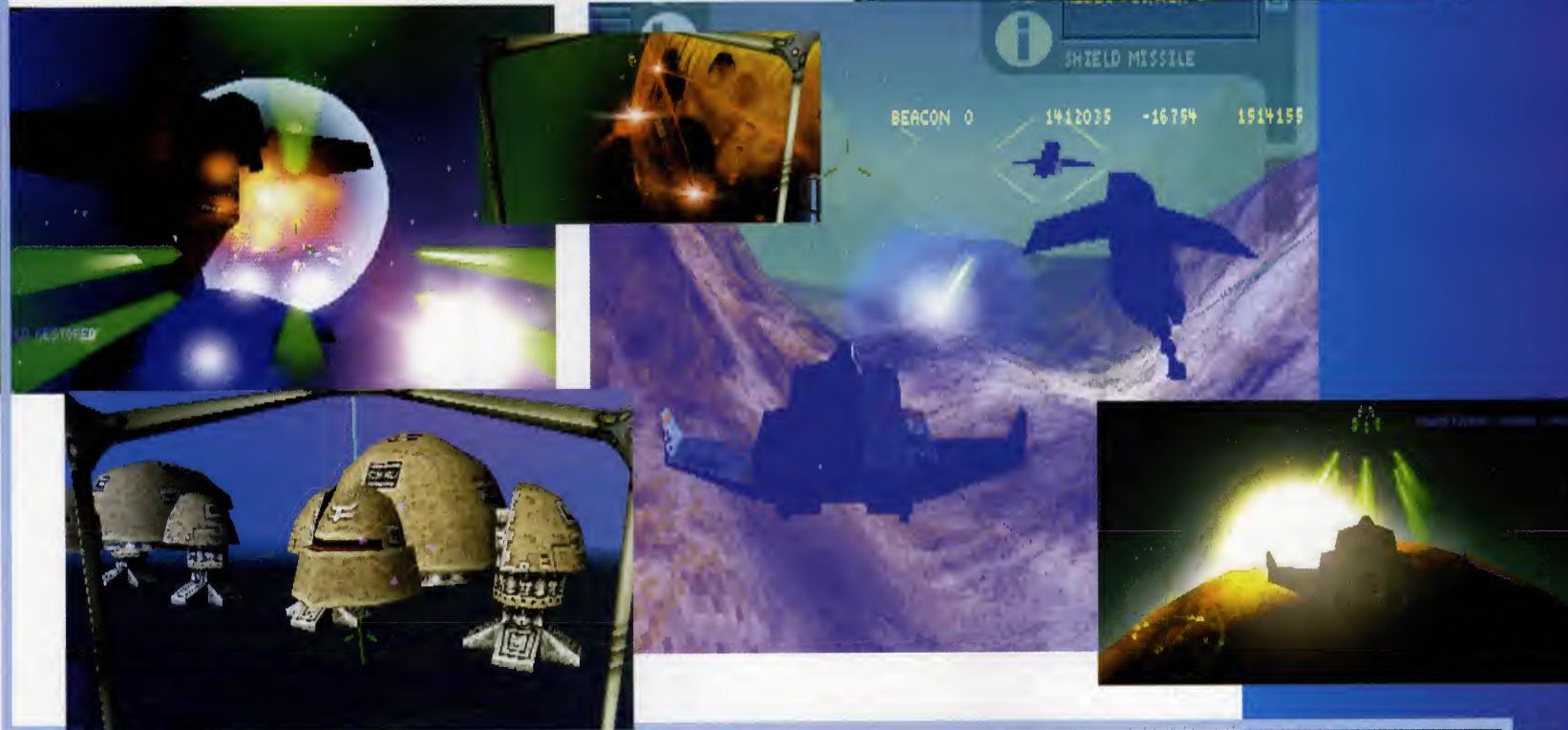
3) Theme Park World

This game gave PC gamers loads of fun last year and soon PlayStation owners will be able to take on the job of theme park designer. You are in charge of building a successful amusement park from scratch and making it a fun place for people to visit. The themes to build include Lost Kingdom, Halloween and Space Zone. You design the rides, food outlets, and even the erm, dunny blocks! Keep the rides flowing and fun and you start making profit, but if you spend too much on the attractions they will not pay for themselves. Also if you make the rides too scary and the fairy floss too cheap, your patrons will throw up all over the place, and guess who has to clean it up!



4) Colony Wars: Red Sun

The original *Colony Wars* was a huge and sprawling space shooter and now Psygnosis are following it up with the third installment in the series. *Colony Wars: Red Sun* throws players back into the already familiar *Colony Wars* universe and lets them control the lone fighter character, Valdemar. Through some sort of mind manipulation Valdemar is shown the desolate future of the Magenta System and takes on the mission of saving it. *Red Sun* adds 9 more missions to *Colony Wars* and will have a cinematic feel thanks to the 28 FMV cut scenes. *Colony Wars: Red Sun* will take place in full 3D graphics and gamers will be guided around the huge expanses of the Magenta System by way of a very functional radar system.



5) Gauntlet Legends

Gauntlet started its life off in the late 1980s as a four-player arcade game that let players use characters with super strength or magical powers to defeat a seemingly endless crowd of eerie attackers. Now the game has been reworked and gives players 8 characters to choose from (instead of the original 4). Players have to travel through 7 kingdoms and knock out the 50 different enemies and 6 end bosses. There are new powerups to collect along the way, as well as hidden potions and rune stones. A big feature of *Gauntlet Legends* is the need to work with other players as a team. Send the warrior in to fight when big hitting is required, and the Wizard character when only his potion can save the day. This game has a really cool soundtrack too.



6) Riding Star

This game shows that you don't always have to belt aliens or drive like the wind to have fun on the PlayStation. *Riding Star* is mainly aimed at teen girl gamers or horse lovers and gives players the chance to take over the grooming and preparation of a thoroughbred show horse. By grooming 'Star' and making sure he is fed and watered properly, he will be in the best shape to take on the 3 riding events. There is cross-country, show jumping and other events for you to compete in, with ultimate goal being to make your horse star into a champion!



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TIME : 05:51.7
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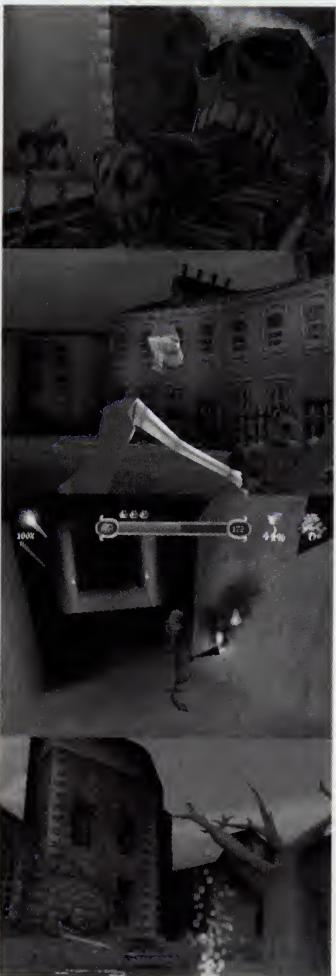
7) Micromachines: Micromaniacs

This is an odd step for the toy car racing game many of us love. Instead of racing a selection of cool cute miniature cars around workbenches and kitchen tables, you now control little mini men with new abilities (like the power to jump). Micromaniacs has a lot of character, is colourful and features classic old games machines like the Atari 2600 (what is that I hear you ask), as a part of the landscape. The racers also have a bunch of funny powers ups and interact more with the tracks.



8) Thrasher Skate & Destroy

In case you need another skating game, Thrasher looks like being at least as good as Mr Hawk's recent effort. The game features large open environments, cops that chase and try and collar you, some really cool stacks, and best of all a musical departure for skate fans, with a bit more soul than most. While most skating games seem obsessed with skate punk metal stuff, Thrasher goes for the smooth funky 'choons' of some of hip hop's greatest rap masters. As well as better known tracks by EPMD and Run DMC, the soundtrack features classics by the legendary Afrika Bambaataa and Stetsasonic who contribute the timeless Talkin All That Jazz. The demo versions of this one certainly look set to excite.



9) Medievil 2

The original *Medievil* gained a lot of fans because of its quirky and challenging puzzles, and for the odd ball main character called Dan Fortescue. Dan is coming back to charge through this second adventure and the quirky nature of the puzzles remains. Another area where *Medievil 2* will shine is the improved weapon handling of your character. Dan can now carry and use two weapons at once, one in each bony hand. There are also new characters in the game including an eccentric professor, and an Egyptian Princess.



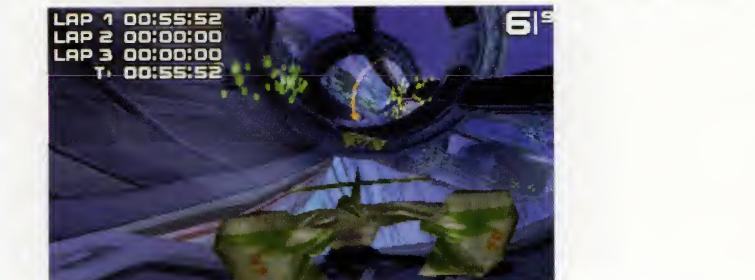
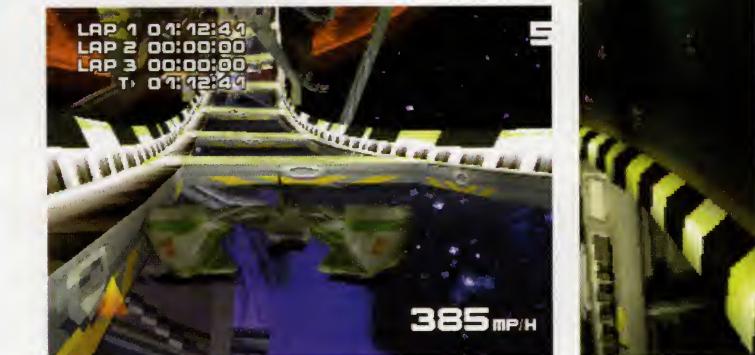
10) Star Trek

Piloting small, single crewed fighters through the *Star Trek* universe isn't a particularly 'Trekky' thing to do, but it might prove interesting nonetheless. To boldly go and blast a few starships (like the Enterprise) or go up against a Klingon starship might be fun. Visually the game is looking solid, although the whole thing also reminds one of *Colony Wars* quite a bit. Nevermind, as long as there are the obligatory full motion video bits featuring someone from one of the many TV series' this one should be popular.



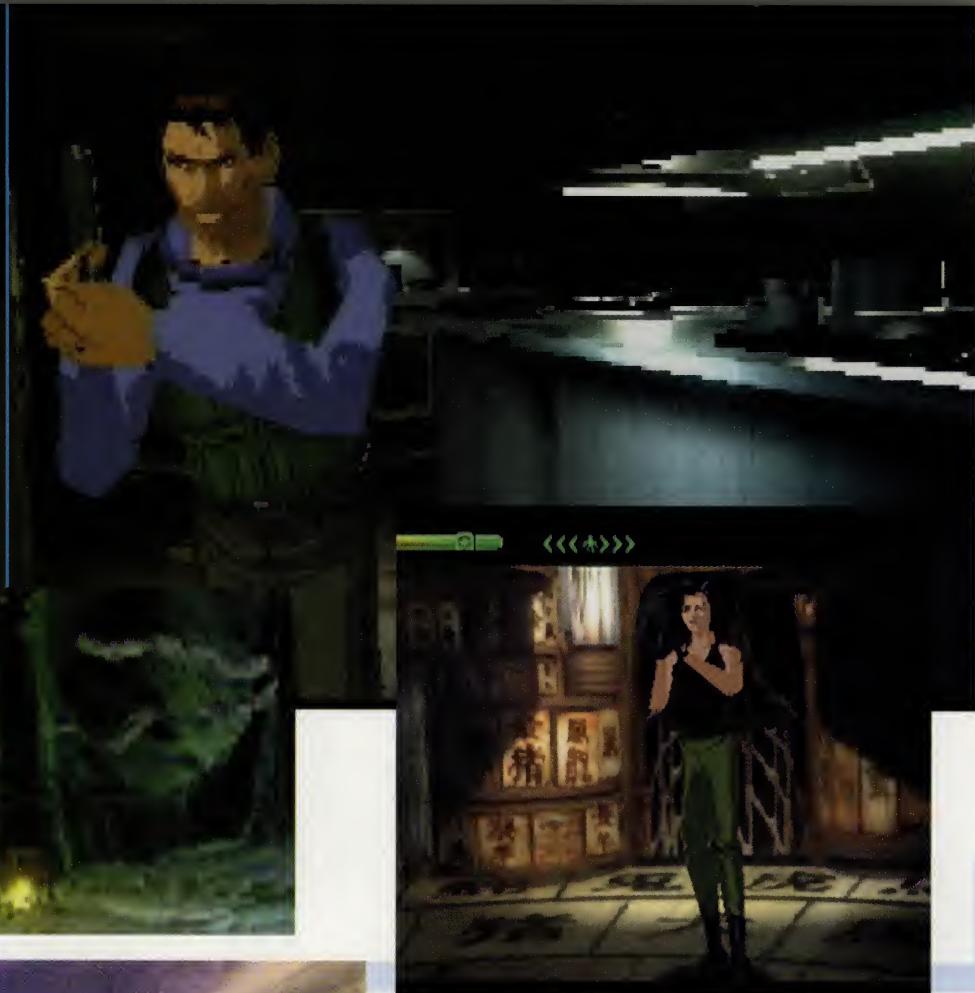
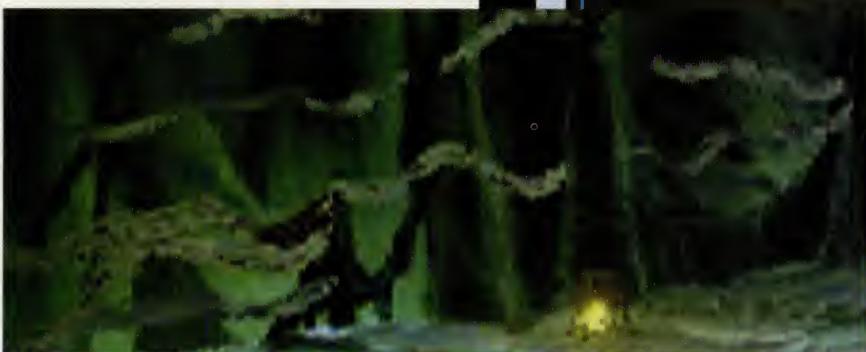
11) Killer Loop

Those folks at Psygnosis know a thing or two about high speed futuristic hi jinx, and now US publisher Crave have decided to take the baton and run with it. *Killer Loop* looks like being an antigravity racer where you race on magnetically controlled craft which move about on balls, have the ability to strafe, and do ridiculously high speeds. To be honest, this is something we have seen before but the early screenshots look promising. There will also be split screen racing, and lots of power ups.



12) Fear Effect

Now here is a game that could have been ripped right off the set of *Blade Runner*. You are a mercenary in a futuristic Asian mega city and your mission is to 'rescue' Wee Ming Lam, the runaway daughter of a local business man. The game very much borrows its interface and feel from classics like *Resident Evil*, but there is a delightfully bleak look to the visuals, with lots of neon, and other '*Blade Runner*' bits. The game also has some cool weapons and the usual hordes of bad guy stereotypes for you to belt senseless.



13) Unreal

One of the biggest 3D action shooters on the PC is headed for the PlayStation. Move over *Quake II*, because *Unreal* with its far more intelligent enemies, and infinitely more lush visuals might just usurp your crown. Incidentally the game is also coming to the PlayStation 2, but fear not as the original PlayStation effort will be here first. Weapons will include classics like the bio-glob grenade that shoots what looks like explosive green snot (hooray!). There is still no word regarding a multiplayer split screen version, but given *Quake II*'s success in this department we are hoping that it will happen.



14) Planet of the Apes

Sick of Monkeying around? Well if the cheesy kiddie *Donkey Kong* isn't your speed, get ready for the more engrossing sci fi extravaganza in *Planet of the Apes*. The game is based on the works of Pierre Boulle, and in particular the first of the two films. In the game you play Ulysses, an outcast from Ape society, and you have to convince the likes of Dr Zais, General Urses and Cornelius to help you. The game will feature around twenty levels, and they are supposed to be rather massive. *Planet of the Apes* will focus on stealth and puzzle solving rather than lots of head to head combat, and it might be one to watch.

15) Rayman

The cute French platform adventure character has finally made it to 3D. *Rayman 2* looks sensational, with lots of variety, character and that typically French (read weird) sense of humour. Apart from more predictable *Crash* inspired platform bits you will also get to go water skiing with *Rayman*, as he zooms around obstacles, and over jumps. The game also sees you getting chased by a time bomb which if you get it right you can hop on and ride rodeo style. The brainchild of Michel Ancel in the southern France town of Montpellier this game is different and full of life.



16) Kiss: Psycho Circus

Rock group Kiss has had a hand in every merchandising product around since they started their shock-rock group in the 1970s. Now there will be a game, which is based on the comic, called *Kiss: Psycho Circus*. The game is 3D first person shooter where players have to battle their way through warped and twisted evil worlds and beat the freak of nature style creations of the 'NightMare Child'. Players begin the game as a mortal and progress through four stages as they acquire the skills of The Elder and try to stop the universe from being transforming into a demented place.



17) Final Fantasy 9

Even as most of us are just getting to grips with their latest effort, Square have already begun the next *Final Fantasy* installment, although details are a bit sketchy at the moment. What is known is that the game will be set in a postmodern world, and the characters will be new again, although some characters from the current game may make cameo appearances. As you'd expect, there will also be lashings of spell combat, huge enemies and probably a few friendly rivalries to keep the drama moving along. You will also have to deal with monsters from the new revived Mako reactors, but the game may feature Cloud.

18) Darkstone

If you feel like slashing an ogre in the kneecaps or knocking the head off a halfling, then this game might just be the one for you. On the PC, *Darkstone* is a great role playing game full of magic, combat, puzzles and enemies to smite viciously. The game will also let you control two player simultaneously, which sounds like fun. So you can work out an ideal combination, say a witch and a fighter, or how about a thief and a priest. Either way, the game was a winner on the PC, and is even better in two player mode. Arrrgh, where is the double handed broadsword and fluffy bunny slippers of death when you need them!

19) Rugby 2000

Aussie rugby fans might just be a little bit keener on this genre of game after the Aussie team became world champions last year. *Rugby 2000* from EA Sports will feature all the real players and teams. The on screen action has come courtesy of more than 500 real motion captures, which bring the players to life. Look for a training mode to teach the way to play, and commentary by Bill McLaren and Jamie Salmon.

20) WWF Wrestlemania 2000

Body slammin' and nasty attitude fighting returns to the PlayStation with *WWF Wrestlemania 2000*. There will be plenty of special moves inside the ring from WWF stars such as Steve Austin, Undertaker and Mankind and there will also be a career mode. In the career mode players will get to be involved in some of the fun and crazy antics we often see in WWF Wrestling on TV. You can be preparing for a bout backstage, and then have other wrestlers come up and steal the show away from you as they rant and rave and get in your face. Once the fight begins you can smash the hell out of the other wrestlers inside the ring, outside the ring, and even take the conflict out into the carpark!

Ask The Industry

So what does the future hold for the PlayStation and the PlayStation 2 in the year 2000? These people from the gaming industry might have some of the answers.

GEORGE SOROPOS. JOURNALIST

PSM : Where is it all going?

The future still looks pretty peachy for the PlayStation. I don't think any PSX owner should worry that development will drop off simply because there's a new model on the way. The humble PSX should have at least another two good years left in it.

The PlayStation 2 has the power and potential to dominate the scene longer than the PSX has. Sega has played their hand early and Nintendo look more and more lost in a market they once controlled.

PSM : What are you playing now?

My two current PSX obsessions are *Medal Of Honour* from Dreamworks and *Final Fantasy VIII* from Square.



KYM WARNER – PR MANAGER, OZISOFT

PSM : Where is it all going?

I think the future for the PlayStation in year 2000 will slightly wind down in terms of product being released. There are however a number of outstanding titles still in development and these games will squeeze everything possible out of the PlayStation.

The launch of PlayStation 2 will see the market heading towards an entire entertainment solution instead of just a games machine. I have seen various Playstation 2 games in development and the technology of this machine is simply amazing.

PSM : What are you playing now?

Colin McRae Rally is my most played game on the PlayStation at the moment. It is a perfect simulation of the real thing!

NINO KALOGEROPOULOS - SONY COMPUTER ENTERTAINMENT

PSM : Where is it all going?

They say that the best games are developed towards the end of a console's life-cycle. Look at *Gran Turismo 2*, *Tomb Raider 4* and *Colin McRae 2*! Stunning games... and that's what you can expect more of throughout the rest of 2000!

The future holds limitless possibilities for PlayStation 2....literally. At the very least, it will be the best games console on the market. But looking at its full potential, it could be a whole lot bigger than that. With arcade quality games, DVD video and high speed net access, it could very well be the 'Holy Grail' that everyone has been searching for. Yes, the 'all-in-one', 'do-it-all', set-top-box!

PSM : What are you playing now?

Gran Turismo 2 is the game that is currently doing it for me. It lets me drive all of the cars that I could never afford.



JASON HILL – OFFICIAL AUSTRALIAN PLAYSTATION MAGAZINE.



PSM : Where is it all going?

The PlayStation will continue as the major force in video gaming. I expect the price of the console to drop soon, bringing in an even wider audience. Likely hits include *Colin McRae Rally 2*, *In Cold Blood*, *Syphon Filter 2*, *Micro Maniacs*, *Gran Turismo 2*, *Legend of Dragoon*, *Time Crisis Alpha* and *Resident Evil 3 Nemesis*.

It's difficult to see the PlayStation2 as anything but a dazzling success. It will begin life primarily as a killer games box, but slowly evolve into an all-purpose computing/entertainment device, and become even more mainstream than the PlayStation today.

PSM : What are you playing now?

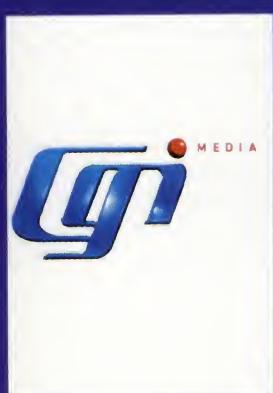
Crash Team Racing is the game that comes out when friends visit.

SAM STEWART – CGI MAGAZINE (INDUSTRY MAG)

PSM : Where is it all going?

One of the areas still to offer additional growth is younger children. Lower retail costs and further diversity in product releases should see growth for this sector in 2000. In my view PlayStation still has a couple of years as a viable format, as further development is still under way for new releases over the next 2 years.

PlayStation 2 will no doubt be a huge success, Sony Computer Entertainment have learned a great deal from PlayStation owners over the last 5 years. Sony is also the first company with extensive ownership across film, music and interactive portfolios that will allow them to take advantage of the digital medium that the future offers.



PSM : What are you playing now?

Overall I would have to say *Wipeout 2097*, then *Gran Turismo* and *Abe's Exoddus* have been fun for me. But of current releases probably *Tomb Raider: The Last Revelation* and *Quake 2*.

ANDREW IREDALE – JOURNALIST.

PSM : Where is it all going?

The PlayStation will remain the leading console in this country, despite the focus on the PlayStation 2. The games may not get much better, but the few shining stars like *Gran Turismo 2* will ensure the PlayStation is the choice of millions for fast and fun gaming in the new millennium.

What do you think the future holds for the PlayStation 2? Much the same as the past has had for the first PlayStation - a very bright future. It will certainly be THE machine to have, and its added power will let it compete on the same terms as cutting edge PC titles (graphically at least), although the first lot of games will probably just be better looking (startled up?) sequels to today's games.

PSM : What are you playing now?

Without a doubt, *Crash Team Racing*. It's just so much more fun than anything else, especially with a bunch of sloshed mates!



ROB PEGLEY : EDITOR OFFICIAL PLAYSTATION MAGAZINE



PSM : Where is it all going?

I think when you've worked in the videogames industry for some time, it's easy to forget what it's like to be a punter sometimes. You can become slightly industry-introspective in your thinking and become obsessed with The Next Big Thing, rather than what's in front of you. Especially for us journalists. So although PlayStation has been around for over five years now, and we're all looking forward to PlayStation 2, we mustn't forget that there will be thousands of new 'original' PlayStation owners in the year 2000 (post-Christmas) who have only just got into PlayStation at the new lower price point. They'll be hungry to pick up Platinum games and new titles and the PlayStation's user base will continue to grow rather than diminish. Reports we have from retail is that PlayStations are selling faster than Dreamcasts this Christmas for instance. There's no way that over one and a half million PlayStation users are going to sell their PlayStations over night when PS2 is launched either, and this combined with the backward compatibility of PS2 should ensure another good year for PlayStation with some big titles.

As for PlayStation 2 it'll be huge. With a September release in Australia it should do well at Christmas. The DVD aspect and backward compatibility are very smart moves. You have to remember though that it'll cost \$700 at the outset though so you aren't going to have a million owners in the first couple of months. I do think over the next five years, however, it will effortlessly take over from the original PlayStation console and change the face of home entertainment. It plays music, films, has internet capabilities and is the best games machine ever - what else do you want?

PSM : What are you playing now?

I'm a massive fan of *ISS Pro 98*, which is without the doubt the greatest soccer game ever made. The *ISS* games just piss all over the *FIFA* titles as far as I'm concerned. And so I can't stop playing the early copy of *ISS Pro Evolution* that we've had in the office from Konami. It's bloody hard though, especially if you're very used to the '98 version. I've had afternoons playing ten games on the trot, scoring only one goal and losing all the matches (but still loving it) - and considering I'm unbeatable at *ISS Pro 98* it bodes well in terms of longevity.



MICK VAN RAAY – METRO GAMES

PSM : Where Is It all going?

Metro Games definitely holds a strong place for the PlayStation in 2000. Although this system is 5 years old now and is really starting to show its age with the onslaught of competitive 16 bit machines, Metro Games still believes that due to the incredibly high profile of the PSX and the plethora of well priced games available for this system, that there is plenty of life left in ol' faithful PSX!

Playcorp is very much looking forward to the release of the PSX2. We have been very lucky to have seen running demos of the machine and screen shots and first hand experience has shown us this machine and its "emotion engine" will be the goods for performance both with games and DVD. But we expect the launch to be considerably slower on the pick up than the original PSX and recent successes of the Sega Dreamcast. The machine looks to be brilliant, but the price of the hardware certainly looks like it may end up being prohibitive to the general populous. Make no mistake though, I'll be buying one as soon as it is available!

PSM : What are you playing now?

There are so many, but I really have to give my preference to *Ready 2 Rumble Boxing* and *NFL Blitz 2000* from Midway - pure arcade fun requiring little brain power - just perfect after a turbulent day in the office. My most anticipated PSX game for next year - *NBA Showtime* on NBC with Shaq - the betas are sensational!

STEVE HANDBURY – TANTALUS STUDIOS (THE DEVELOPERS OF SOUTH PARK RALLY)



PSM : Where is it all going?

2000 really marks the final year for the PlayStation as a major player in the console market. While it still will have the major market share with 70 million machines, it will not have the same ability to draw attention like the new generation of consoles. Next year looks like being Sega's year with the Sony PlayStation 2, Nintendo "Dolphin" and the rumoured Microsoft X-box looking to fight it out at the end of next year or early 2001.

Well, with rumours abounding that it may be delayed, the PSX2 will certainly be fighting to claw back ground lost to the Dreamcast. In the end, I personally do not see Sony having too many problems and it will certainly be the system to have on release. The inclusion of the DVD player in the base unit certainly has more than a few people waiting to pick up both at once. The early imagery has everybody salivating at the graphics and pondering. I am eager for our development kit to arrive in January so we can really see for ourselves what it can do.

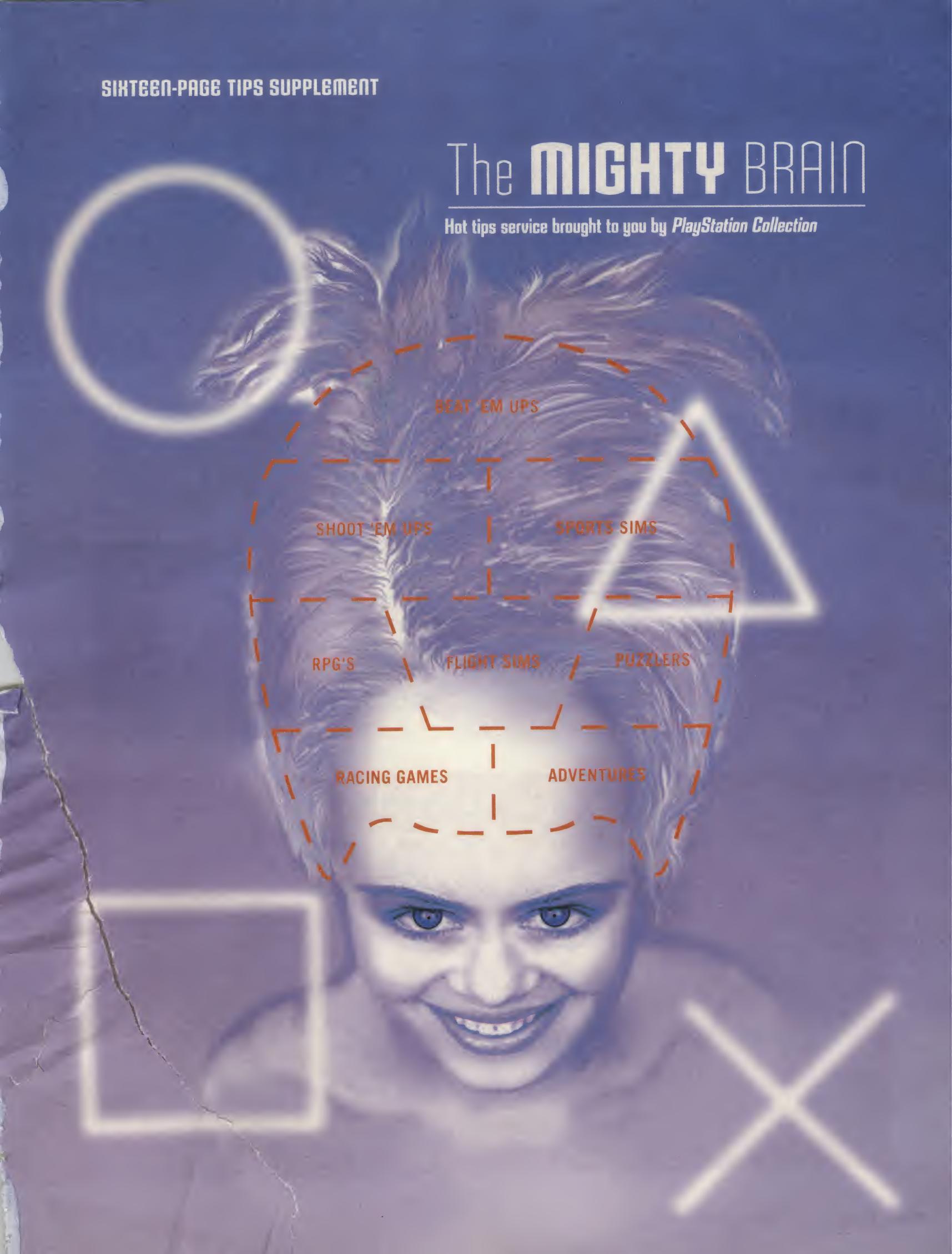
PSM : What are you playing now?

South Park Rally. No, really, it is a cool game to play. It is filled with great gameplay and lots of humour. Even for those that are perhaps not *South Park* fans there is finally a great game behind the *South Park* banner.

SIXTEEN-PAGE TIPS SUPPLEMENT

The MIGHTY BRAIN

Hot tips service brought to you by *PlayStation Collection*



A woman with blonde hair is shown from the chest up, smiling broadly. Her head is overlaid with a network of glowing orange lines forming a complex brain-like pattern. These lines are concentrated in a triangular area above her forehead and around her eyes, suggesting intense thought or a "mighty brain".

BEAT 'EM UPS

SHOOT 'EM UPS

SPORTS SIMS

RPG'S

FLIGHT SIMS

PUZZLERS

RACING GAMES

ADVENTURES

WCW MAYHEM

All Backrooms

Enter the password CBCKRMS on the Pay Per View password screen.

All Hidden Characters

Enter the password PLYHDNGYS on the Pay Per View password screen.

Bionic Created Wrestler

For Unlimited stat points, enter the password MKSPRCWS on the Pay Per View password screen.

Classic Nitro Set

Enter the password PLYNTRCLSC on

the Pay Per View password screen.

Doppelganger Mode

To play as the same character, enter the password DPLGNGRS on the Pay Per View password screen.

Unlock Sonny Onoo and Bobby Blaze

Defeat Bobby Blaze and The Cat in order to get Bobby Blaze and Sonny Onoo as playable wrestlers.



EDITED BY

RICHIE YOUNG



RICHIE IS THE NUMBER ONE AUSTRALIAN PLAYSTATION GURU. WHAT HE DOESN'T KNOW ABOUT HINTS AND CHEATS IS JUST NOT WORTH KNOWING. HERE'S A CHOICE SELECTION TO MAKE YOUR GAMING RUN THAT LITTLE BIT SMOOTHER...

NFL GAMEDAY 2000

Easter Eggs

Enter these codes in the Easter Eggs menu.

All '99 codes should work with 2000.

GLOVES – Better catchers

DAVIS – Better running backs

HAMSTRUNG – More injuries

BIG HITS – Defenders hit harder

EVEN TEAMS – All players equal

FLEA CIRCUS – Tiny players

GD CHALLENGE – Extra difficulty level

GOLIATH – Big players

HANGTIME – Higher punts

HOME COOKING – No Home Team penalties

JUICE – Super speed burst

PENCILS – Tall, skinny players

PISTON – Super stiff arm

SLIDE SHOW – See cheerleaders after game

STAMINA – Players don't tire

STEEL LEG – Long field goals

SLOW CPU – The computer is slow

BETTIS – Better running back

SWIMMERS – Swim move juiced

CREDITS – View Credits

COFFEE BREAK – Speed Juiced

989SPORTS – Play as the 989 Studios staff

BIG BALLS – Big football

PRESIDENTS – Have name of presidents

Easy Touchdowns

When you pick your play go to punt and then audible the play. Press ▲ and three of your wide receivers should be open.

Special Teams

When you pick teams for an exhibition game press ● to get special teams and stadiums.



FINAL FANTASY VIII

Easy Limit Breaks

Get into a battle, and wait until all characters' time bars are full. Then keep hitting ● (▲ in the Japanese version) and eventually Squall or Zell will have use of their limits.

G.F. Locations

In FF8 there are 22 Guardian Forces you should get. They are:

QUETZALCOTL: From Squall's computer in the classroom at the beginning of the game

SHIVA: From Squall's computer in the classroom at the beginning of the game

IFRIT: Defeat him in the Fire Cavern outside Balamb Garden as part of the test

SIREN: Draw from the boss at the top of Dollet Satellite during the Exam

BROTHERS: Defeat them in The Tomb of the Unknown King" outside Deling

DIABLOS: Summon him using the

Magic Lamp given to you by Cid after completing your Exam. After summoning him you must defeat him. He is VERY difficult. Save before you fight him.

CARBUNCLE: Draw from Gargoyle/Lizard bosses in Deling during Parade.

LEVIATHAN: Draw from NORG in Balamb Garden. Make sure you draw from NORG and not the pods.

PANDEMOMIA: Draw from Fuuin in Balamb Town.

CERBERUS: Fight and Defeat him in Galbadia Garden.

ALEXANDER: Draw from Edea at the end of Disc 2.

DOOMTRAIN: Get Item "Solomons Ring" from Tears Point before Lunatic Pandora is summoned. (A good time to get this item is right before when you are supposed to meet Dr. Odine at the Launch Pad). Once getting this item "Mug" Marlboros outside the Sorceress Shrine until you have 6 Marlboro Tentacles (Marlboros are

also at the Island Closest to Heaven)

Then buy 60 Remedies and use

Alexander's "Med Lev Up" Skill to

make 6 Remedy+'s. Next you need 6

Iron Pipes. These can be "Mug"ed

from the Yellow/Green Monkey

enemy outside Deling. If you don't

have these and you can't get back to

Deling you may have to wait until

after you have the Ragnarok to get

them. After getting all the items (6x

Remedy+'s, 6x Iron Pipes, 6x

Marlboro Tentacles and 1x Solomon

Ring) use the Solomon Ring from the

Item Menu and you will receive

DOOMTRAIN.

BAHAMUT: Defeat him at the

Galbadia Underground Research

Facility. It is located in the South-

West corner of the map. It is in the

middle of the Ocean. To fight him

you must talk to machine (walk

when the light is off) then pick the

first answer for the first question,

second answer for the second and

the third answer (it's hidden) for the third question. You will then fight Bahamut.

CACTUAR: Fly to Cactuar Island in the South-East section of the world and run into the giant Cactus that you see going up and down. You must then defeat Giant Cactuar.

TONBERRY: Go to the Centra Ruins (After receiving Odin, see below) and fight 20 Tonberries. After defeating the 20th (or so) the King Tonberry will come. Defeat him and Tonberry will join your team.

EDEN: Draw from Ultima Weapon in Galbadia Underground Research Facility. To get to Ultima Weapon defeat Bahamut first (see above).

The following G.F.s are info knowable. You must either use items to call them (Phoenix and Archangel) or they appear randomly (Dana and Gilgamesh).

CHOCOBO: Catch and name a

STAR WARS EPISODE 1: THE PHANTOM MENACE

Cheat Menu

At the title screen hold R1, ▲ and press select. This should get you to the cheat menu.



LEGACY OF KAIN: SOUL REAVER

Aerial Reaver

Pause game, then hold L1 or R1 and press X, →, ↑(2), ▲, ←(2), →, ↑.

Constrict

Pause game, then hold L1 or R1 and press ↓, ↑, →(2), ●, ↑(2), ↓.

Debug mode

Pause the game and then hold L1 or R1. Now enter ↑, ↑, ↓, →, →, ←, ●, →, ←, ↓.

Fire Glyph

Pause game, then hold L1 or R1 and press ↑(2), →, ↑, ▲, L2, →.

Fire Reaver

Pause game, then hold L1 or R1 and press ↓, ↑, →, ↑, ↓, ←, ●, →, ↓.

First-Person View

Press and Hold R2 + L2 while playing.

Force

Pause game, then hold L1 or R1 and press ←, →, ●, ←, →, ←.

Force Glyph

Pause game, then hold L1 or R1 and press ↓, ←, ▲, ↓, ↑.

Hidden Menu in Beta Version

During gameplay, press ■ + ● and a hidden menu will appear that enables invincibility, level select, etc.



Chocobo then use Item Gysahl Greens during Battle.

PHEONIX: Use Item Pheonix Pinion during battle.

ODIN: Defeat him in Centra Ruins. Appears randomly at the beginning of battles.

GILGAMESH: Receive Odin before the end of Disc 3 and Seifer will kill him. Gilgamesh then shows up to replace him.

MINIMOG: (Pocketstation needed) Receive Minimog during "Chocobo Adventure" PocketStation Minigame.

MUMBA: (Pocketstation needed)

Defeat "Chocobo Adventure"

PocketStation Minigame

SeeD test answers

After you become a SeeD, you can take the SeeD test to raise your SeeD level. The test can either be taken on the computer in the classroom, in Balamb Garden, or in the HELP menu.

SeeD Test Answers

1 Y, N, Y, Y, Y, N, N, Y, N, N

2 Y, N, Y, Y, Y, N, Y, Y, N, N

3 N, N, Y, N, Y, Y, Y, N, Y, N

4 N, Y, Y, Y, N, N, Y, Y, Y, N
5 N, N, N, Y, Y, N, N, Y, Y, Y
6 Y, N, Y, Y, N, N, Y, Y, N, Y
7 Y, Y, Y, Y, Y, N, Y, Y, N
8 N, Y, N, N, Y, Y, N, N, Y, N
9 N, Y, N, N, N, N, N, N, N, Y, Y
10 Y, N, N, N, N, N, N, N, N, Y, N
11 Y, Y, N, Y, Y, N, Y, N, N, Y
12 N, Y, N, N, Y, N, Y, N, Y, N
13 Y, N, N, N, Y, N, N, N, N, N
14 Y, Y, Y, Y, N, Y, Y, N, Y, N
15 Y, Y, N, N, N, N, N, Y, N, Y
16 Y, N, N, Y, N, Y, N, N, Y, N
17 Y, N, N, N, Y, N, N, Y, N, N
18 Y, N, N, N, Y, N, N, N, N, N
19 Y, N, N, Y, N, N, N, N, N, Y
20 Y, Y, N, Y, N, Y, Y, Y, N, N
21 Y, Y, Y, Y, N, N, Y, Y, Y, N
22 N, N, N, Y, N, N, N, N, Y, Y, N
23 Y, N, N, N, N, Y, Y, Y, Y, Y
24 Y, Y, N, N, Y, Y, N, N, N, Y
25 Y, N, Y, Y, Y, N, N, Y, N, N
26 Y, Y, N, Y, N, Y, N, Y, N, N
27 N, Y, N, N, N, N, Y, N, Y, N
28 Y, N, N, Y, Y, Y, N, Y, N, N
29 N, N, N, Y, Y, N, N, N, N, Y, N
30 N, Y, N, N, N, N, Y, N, Y, N, N

The Balamb Card Club Group

The card Club group is a group of people from Balamb garden who play cards. You can get rare cards from some of them. This is the order you must beat them in and their location. They appear later in the game.

- 1) Jack – Hanging around the location board in the main hall (he'll tell you who he is).
- 2) Crab – He walks out of the car park area.
- 3) Diamond – 2 girls walking toward the location board in the main hall

(wait for them to stop).

4) Spade – The guy next to the 2nd floor elevator (gives you cards in the beginning of the game if you asked).

5) Heart – Shuu in Garden control room (get carbuncle card from her).

6) King – Talk to doctor Kadowaki in the infirmary and then go to your room and sleep. He will appear and challenge you.

7) Joker – He is in training centre near the draw point & the bridges. Appears randomly (Get Leviathan from him).



ELIMINATOR

All Primary Weapons Full
Enter "GUNCRAZY" at the ID selection screen.

All Secondary Weapons Full
Enter "MAXMEOUT" at the ID selection screen.

All Time Pickups worth 10 Minutes
Enter "WAITABIT" at the ID selection screen.

Bonus Level
Enter "WAKYLEVL" at the ID selection screen.

Cadillac Ship
Enter "NEWWEELS" at the ID selection screen.

Invincibility
Enter "CLEVALAD" at the ID selection screen.

**TONY HAWK SKATEBOARDING**

Glitch for Extra Points
Skate towards the bowl. Get a lot of speed in the bowl and ollie out towards the video screen right beside it. Try to land on top of it and hold ▲. If you do this right, your guy will be stuck in one spot and you can link tons of tricks together and not land. Don't wait to get down too long, the game freezes up after a while.

13x multiplier:
Pause the game, then hold L1 and press X, □, ▢, ▄, ▅, ▁, ▃. The pause screen will shake. You will have 13 points in all stats for the current skater.

Play as Officer Dick:
Use a single character to get all thirty tapes in career mode.
View skater's ending sequence:

Use a single character to get the gold in all three competitions. Select the "View Replay" option to view that skater's ending sequence.

Unlock all practice mode levels:
Pause the game then hold L1 and press □, ▁, ▄, ▅, ▁, ▃, ▄, ▅. The pause screen will shake. Quit the current level and enter the level select screen. All practice mode levels will be unlocked.

Big head mode:
Pause the game, then hold L1 and press Left, ▁, X, ▁, ▁, ▁, X. The pause screen will shake. Quit the current level and start another game.

Special always available:
Pause the game, then hold L1 and press X, ▅, ▢, ▁, ▁, ▁, ▁, ▅. The pause screen will shake.

**Play as Officer Dick**

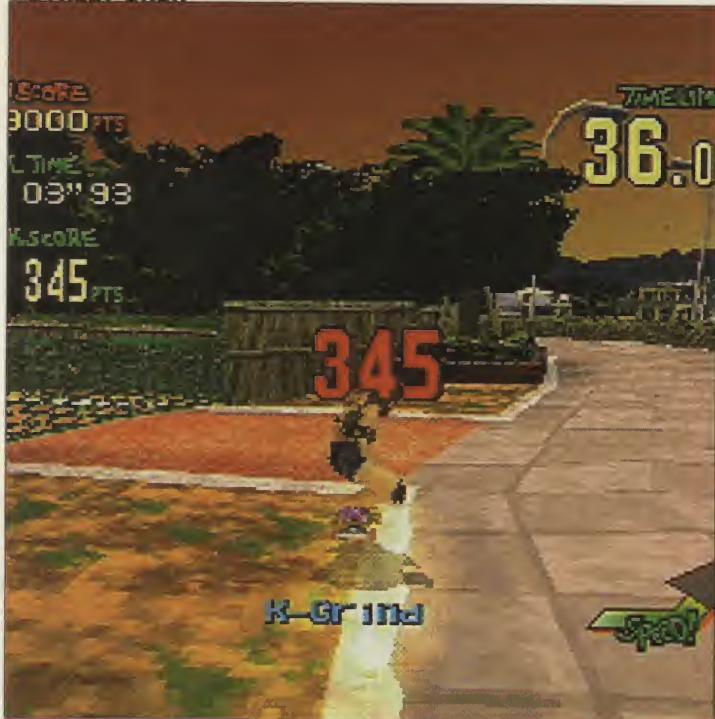
With a single character, collect all 30 tapes in Career mode.

Signature Moves

Signature moves are performed when the Special bar flashes yellow.

* **Andrew Reynolds**
Backflip — ▁, ▁ + ▁
Heelflip to Bluntside — ▁, ▁ + ▁

Triple Kickflip — ▁, ▁ + ▁
* **Bob Burnquist**
Backflip — ▁, ▁ + ▁
One-footed Smith — ▁, ▁ + ▁
* **Bucky Lasek**
Fingerflip Airwalk — ▁, ▁ + ▁
Kickflip McTwist — ▁, ▁ + ▁
Varial Heelflip Judo — ▁, ▁ + ▁
* **Chad Muska**

STREET SK8R**Big Air Trick**

At the last minute before you launch, do your best trick. It should get you to 41 feet if you have enough speed.

Bonobo Secrets

If you beat the game once with Bonobo you get some new skateboards. If you beat the game twice with Bonobo you get Los Angeles in Normal or Reverse track mode.

Bonus Boards

For new skateboards, beat the game once with each of the hidden characters.

Mirrored Courses and Time-of-Day option

To activate Mirror Courses and Time-of-Day option WITHOUT a code, beat the game twice with each of the four hidden characters: Bonobo, Mick, Sarah and Shao.

To activate all Street Courses —

including mirrored ones — and Time of-Day option WITH a code, simply press ▁, ▁, ▁, ▁, ▁, ▁, R1, L1 at the main menu.

Play as Mick

To unlock Mick, press ▁, ▁, ▁, ▁, ▁, R2, L1, L2, R1 at the main menu.

Unlock the Gates

Beat the Street Tour with each character to open the blue gates you couldn't enter before. Each character you do this with will unlock two gates.



WILD 9

10 Grenades

To gain 10 grenades, pause the game and press R1, X, R1, →, □, →, □. You should hear a chime if the code was entered correctly.

10 Missiles

To gain 10 missiles, pause the game and press X, O, R1, →, ▲, X, ▲. You should hear a chime if the code was entered correctly.

99 Lives

In the Centerscape level, the first pylon that blocks your view of Wex has a 1-Up in it. Jump up and get it. Then press START to pause the game, then hit SELECT to quit the level. Enter the Centerscape level again and the 1-Up will reappear. Repeat as until you've got 99 lives.

Open All Levels
To unlock all levels, pause the game then press ↑, ←, ↓, R2, →, □, X.

Red Beam Mode

While playing, pause the game and press →, ↑, ←, O, ↑, O, O. You should hear a chime if the code was entered correctly.

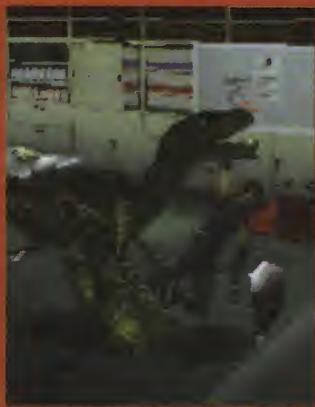
DINO CRISIS

Operation Wipeout

If you beat the game on Normal difficulty setting in under five hours, you will unlock a sub-game called Operation Wipeout. In this sub-game you have to kill all the Dinos in a set time limit.

Infinite Grenade Gun Ammo

When you have seen all three endings (meaning you have played three separate games from start to finish), Regina will start with the Grenade Gun in her arsenal and the extra goods news - unlimited ammo!



360 Shove-it Rewind — →, → + □
Frontflip — ↓, ↑ + ●
One-foot 5-0 Thumpin — →, ↓ + ▲

* Elissa Steamer

Backflip — ↑, ↓ + ●
Judo Madonna — ←, → + ●
Primo Grind — ←, ← + ▲
* Geoff Rowley

Backflip — ↑, ↓ + ●
Darkside Grind — ←, → + ▲
Double Hardflip — →, ↓ + ■

* Jamie Thomas

540 Flip — ←, ↓ + ■
Frontflip — ↓, ↑ + ●
One-footed Nose Grind — ↑, ↑ + ▲
* Kareem Campbell

Casper Slide — ↑, ↓ + ▲
Front Flip — ↓, ↑ + ●
Kickflip Underflip — ←, → + ■

* Officer Dick

Assume the Position — ←, Left + ●

Neckbreak Grind — ←, → + ▲
Yeeehaw Front Flip — ↓, ↑ + ●

* Rune Glifberg

Christ Air — ←, → + ●
Front Back Kickflip — ↑, ↓ + ■

Kickflip McTwist — →, → + ●

* Tony Hawk

900* — →, ↓ + ●
540 Board Varial ** — →, → + ■
360 Flip to Mute — ↓, → + ■
Kickflip McTwist — →, → + ●

* Manoeuvre requires a lot of air.

** Half-pipe and street courses only.



AKUJI THE HEARTLESS

Debug Mode

Pause the game then hold L2 or R2 and press ←, ↑, ↑, ▲, →, □, ←, ▲, ↑, ↓, →, →.

Infinite Spirit Spells

After you've acquired the Spirit spell, pause the game then hold L2 or R2 and press ←, ▲, ←, ←, O, ←, ▲, →, ●, ↑, ↑, ↓. You must repeat this whenever you pick up a Spirit spell.

Invincibility

Pause the game, then hold L2 or R2 and press →, →, ←, ▲, X, ↑, O, ←.





TIPS

the MIGHTY BRAIN

NBA LIVE '99

Hidden Teams

Type these names at the Custom Team screen:

Hitmen Rebounds

Hitmen Idlers

Hitmen Pixels

Hitmen Earplugs

Hitmen Coders

EA Europeans



RESIDENT EVIL 2



Alternate Costumes

Start a new game on normal difficulty. Don't pick up anything. When you get to the gate that leads to the police station go down the stairs. Down there will be Brad Vickers, the pilot from Resident Evil - he's now a zombie. Head past him and go up the stairs. Get the herb from the bushes closest to the stairs. Go in the R.P.D. and get the bullets at the desk in the back of the room. Go back to Brad and kill him. Inspect him and take the special key.

When you get to the dark room there are some lockers, use the key to unlock one and get the costumes. With Claire you get a cool denim jacket and the Colt S.A.A. gun. With Leon you either can choose a leather jacket with a skull on the back or a tank top and a baseball hat.

Note: The quickest way to kill Brad is to get close then walk backwards. Let him lunge at your feet then stomp him in the head. This saves a lot of bullets and only takes away a small portion of your health.

Bonus Weapons

If you finish the game in 2 1/2 hours or less on mission A and get a rank of A or B, you will get the rocket launcher with infinite rounds.

On Mission B you have two options: If you finish the game with an A or B ranking and under 3 hours, you'll get infinite sub-machine gun. If you finish the game with an A or B ranking in under 2 1/2 hours you will get infinite rocket launcher sub-machine gun and the almighty gatling gun.

CRASH BANDICOOT 3

Extra Lives in Dino Might

If you have the yellow gem already, do a double jump over the yellow gem at the end of the path. Here you will see some steel boxes stacked on top of each other. To get 5 extra lives, hold **□** and press **X** to jump. At the top of this jump, press **X** again to do a triple jump. Do this to get over the boxes and get 5 extra lives.

Extra Lives on the Yellow Gem Path

When you go to the end of the yellow gem path, jump over the gem and keep going. You will come to a steel block wall. Slide jump, then do a double jump over the wall and you will see 5 lives.

Hidden Boxes in Tomb Time

When you reach the dead end with the picture of the light purple gem in a square border, keep on super body slamming (**X** and **O** or **R1** buttons) to break hidden boxes.

Level 16 Tip

In level #16, "Sphynxinator", when you start the level go backwards until you see boxes. They will contain 12 wumpas and 1 extra life!

Secret Level: Epigus Rex

When playing level 11- Dino Might, go into the gold gem path. Follow the path until you get to the pteridactyles. Pass the first one, and when you get to the second one, jump into it and you will be transported to a level where you ride the dinosaur through the entire level.

Secret Level: Hot Coco

This level can be accessed through Road Crash. When you see the sign that shows an alien head, hit it and you will be transported to Hot Coco. Start level 11 and get onto the gold gem, and then go until you start racing. Get caught by the second pterodactyl to go to the secret dinosaur level.

Secret level 31

In the "Road Crash" level there is a sign. It is on the left-hand path and has a picture of an alien on it. If you run it over, you will reach level 31, a secret level.

Spyro the Dragon Demo

At the title screen, press **↑**, **↑**, **↓**,

↓, **←**, **→**, **←**, **→**, **■**. It also shows the code on page 9 of the instruction manual.

Turbo Start on Motorcycle Levels

When the second red light lights up on any of the motorcycle levels. Press and hold **X** and you should do a wheelie. This will allow you to start off faster.



ONE

All Weapons

Enter the password "MAXPOWER".

Debug Mode

To access the Debug Mode, first enter the password "HEYBUDDY" in at the password screen. A new menu will pop up allowing you to select any stage, any area, turn invincibility on or off, and enable all weapons.

God Mode

Enter "DIEFOOLS" as a password.

Level Select

To start on any level, enter the password "HEVYFEET".

Passwords

- | | |
|---|----------|
| 1 | DIYGIXRA |
| 2 | KCSVITJB |
| 3 | RWLKJPBC |
| 4 | YQFZMTC |
| 5 | FLZNOHD |

MISSION: IMPOSSIBLE

Cheat Codes

Enter these codes at the password screen.

Secret Message: TTOPFSECRET

Turbo mode: GOOUTTAMWAY

Super jumps: BIONICJUMPER

Slow motion: IMTIREDTODAY

Show FMVs: SEECOOLMOVIE



Extra Ammo

When you are playing as Leon and get the custom parts for a gun don't use them right away. Instead, use all of that ammo up first and then combine them with the custom parts.

Film "D"

To get film "D", go to the STARS room, second floor of the Police building, and check the desk on the left 50 times. It is a picture of Rebecca.

One-Hit Gator Kill

When you fight the gator boss, he starts coming towards you and you see a yellow light on the left wall. If you inspect the light a cylinder will fall and the gator will eat it. While

the cylinder is in its mouth, shoot it and the gator will explode.

Play as Hunk

To play as Hunk, beat the A and B games of either character (Leon or Claire) with an A rating on both. Hunk is one of the SWAT members from Umbrella whose mission is to get to the roof-top from the sewers.

Play as Tofu

To play as Tofu you must beat 6 scenarios with an A ranking. Tofu's mission is the same as Hunk's — get to the rooftop from the sewers. However, it's much harder this time as Tofu is only armed with a knife and cannot use guns.

Ranking System

To get an A ranking, beat the game in under three hours and don't use any First Aid sprays. (You can use herbs, though.)

To get a B ranking, just beat the game in under three hours.

To get a C ranking, finish the game in five to seven hours.

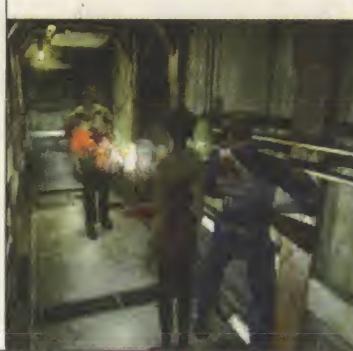
For a D rating, finish the game in seven hours or more. Note that your rank will be lowered by one grade if you use any special weapons or if you saved more than 12 times.

Reserve Power Control

To activate reserve power, enter the sequence ↑, ↓, ↑, ↑, ↓ or ↑, ↑, ↓, ↓, ↑.

Super Stamina

For limited invulnerability, mix the green, blue and red herbs in that order. You MUST mix the herbs in that order, or they will not work. Green and Blue MUST be mixed together first, then you add the red herb.



SPRYO THE DRAGON

Crash Bandicoot Warped secret demo

To unlock the secret playable demo of crash bandicoot WARPED hold L1 & ▲ buttons at the new / load game menu screen.

Double Supercharge at Wizards Peak
To get a Double Supercharge at Wizards Peak line Spyro up with the Supercharge arrows pointing down the first hill. Charge down the hill and Spyro's feet will turn yellow. Then while Super Charging, take a right and go down the next hill with arrows. Spyro's feet will turn orange-red. This lets you get to some hard to reach places on this level.

Extra Lives

Go to the inventory screen, press ■ 6 times, then press ●, ↑, ●←, ●→, ●. Then press the select button. This will return you to play and your lives will start climbing to 99.

Level Select

During game play pause and go to the inventory screen. Now press ■, ■, ●, ←, →, ←, →, ●, ↑, ↑, →, ↓. When you go to a balloonist you'll have access to all levels.

Marco the Balloonist

To travel to the Peacekeeper's World without having the prescribed number of gems, return to the beginning of the runway, run at Marco and jump onto his head. You will be able to bounce into the balloon and head to the Peacekeeper's World.



DRIVER**Antipodean (Inverted Screen)**

At the main menu, press R2, R2, R1, L2, L1, R2, L2, L1, R2, R2, L2, R2, L1. (A tone confirms correct entry.)

Invincibility

At the main menu, press L2, L2, R2, R2, L2, R2, L2, L1, R2, R1, L2, L1, L1. (A tone confirms correct entry.)

Miniature Cars

At the main menu, press R1, R2, R1, R2, L1, L2, R1, R2, L1, R1, L2, L2, L1. (A tone confirms correct entry.)

No Police

At the main menu, press L1, L2, R1, R1, R1, L2, L2, R1, R1, L1, L1, R2. (A tone confirms correct entry.)

Rear Wheel Steering

At the main menu, press R1, R1, R1, R2, L2, R1, R2, L2, L1, R2, R1, L2, L1. (A tone confirms correct entry.)

**MEDIEVIL****Cheat Menu**

Pause the game, hold L2 and press ↓, ↑, □, ▲, △, Circle, ↓, ↑, □, ▲.

Easy Cash

Enter the level called Sleeping Village and go into the room with the blue rune, then go to the pillow shop DO NOT HIT THE INOCENT VICTIMS. When you see all the rats, club them or hit them with a Hammer and for each one you hit you get 2 or 3 pieces of gold.

Easy Gold

See those pesky hands that follow you in the graveyard levels? Every time you smash one with a hammer or club, you get two pieces of gold.

Expanded Ending

To get the expanded ending get all the cups (19) in all 19 boards and then go back to the Enchanted Earth and use the rune to summon the witch at the pot. Become small and go into the ant hill. Rescue all the fairies and get at least seven pieces of amber. Kill the ant queen and once you leave, the witch will give you a drumstick and the fairy will grant you passage to the hall of heroes. You will see your statue solidified. Then beat the game to see the extra part at the end.

Life Bottle Locations

- Bottle 1: Dan's Crypt
- Bottle 2: The Graveyard
- Bottle 3: Hall Of Heroes

**NEED FOR SPEED - HIGH STAKES****Activate Horn**

To toggle the horn, hold R1 and press Up while driving.

Activate Lights

To toggle lights, press the corresponding buttons while driving.

- * Hazard lights — hold L1 and press ↓
- * Head lights — hold L1 and press ↑
- * Left turn signal — hold L1 and press ←
- * Right turn signal — hold L1 and press →
- * Siren (pursuit vehicles only) — hold L1 and press ↑

Bonus Music Tracks

Go to the audio options from the main menu. Then go to the CD player and select it. Go all the way to the bottom, and there are two music tracks that are turned off. Just turn them on, and you can listen to them while you're driving.

Cheat Codes - Load Screen

After selecting "Start Race", hold indicated buttons until race starts to activate its corresponding cheat.

- * Blurred vision —↑ + L2 + R1

*** Dashboard view —↑ + ▲ + ✕**

* Heavy car (Test Drive and Hot Pursuit mode only) —← + □ + ●

* Slow CPU cars (Tournament and Special Events only) —← + □ + ●

Cheat Codes - User Name

To activate a cheat, enter its corresponding code (without spaces) as a player name. (Note: When cheats are enabled, the Save Game function is disabled)

- * All police cars —NFS_PD
- * English-speaking police on all tracks —BIG_OVEN
- * Phantom concept car —FLASH
- * Police Helicopter (Test Drive Mode only) —WHIRLY
- * Titan Hotrod —HOT_ROD
- * Test Drive mode only.

Drive Phantom Concept Car

To unlock the Phantom racer, you must win all six events in Tournament mode.

Drive Pursuit Vehicles

To unlock a patrol car, you must arrest 10 speeders in Hot Pursuit mode.

Drive Special Edition Corvette

To unlock the race-bred Corvette, you must place first in the Corvette Pro Cup.

S.C.A.R.S

All Cars
To unlock all cars, enter the password ALLVID.

All Races
To unlock all grand prix races, enter the password ZDPEAK.

Challenge Mode
To access challenge mode, enter the password XPERTS.

Drive the Cheetah Car
Enter the password RUNNER to gain the Cheetah car.

Drive the Cobra Car
Enter the password RATTLE.

Drive the Panther Car
To drive the Panther car, enter the password MYSTER.

Drive the Scorpion Car
To drive the Scorpion car, enter the password DESERT.

Race in the Crystal Cup
To race in the Crystal Cup, enter the password GLASSX.

Race in the Diamond Cup
To race in the Diamond Cup, enter the password ROCKYY.

Ultimate Password
Enter the password as "ALLVID". This code unlocks all of the game's functions, including four extra vehicles, three additional cup settings, the "Challenge" mode, and the option menu's "Mirror Mode".



Bottle 4: Hall Of Heroes
Bottle 5: Scarecrow Fields
Bottle 6: Pools Of Ancient Dead
Bottle 7: Hall Of Heroes
Bottle 8: Time Machine

Missing Cog
To get the missing cog and start the corn harvester go through the level and kill whoever you want until you have enough for the cup of souls. Then go all the way to the last

mechanical grinding device thing right before the end. Go all the way around and there is a small space go through it. There should be a gourd and the cog. Then go back to the barn and use it on the harvester. You can now get the cup of souls for this level.

Powerful Attack
Instead of using the crossbow on bosses, try using the dagger. Charge

it up with ■ and fire, while the enemy is attacking or doing his little moves. It does a fair amount of damage, and uses very little ammo and money.

Secret Area
After you have received the club, hammer, or Daring Dash attack return to Dan's crypt. If you look carefully at the wall in the room in which you start, you should find a weak wall. Break it to discover a secret area.

Secret Area 2
As you enter the graveyard, you would cross a bridge that collapses. If you look at the river you'll notice some coffins floating downstream. Jump on one and it will carry you to a secret area.

Super Cheat Menu
Pause the game, then hold L2 and press ▲, ●, ▲, ●, ▲, ←, ●, ↑, ↓, →, ●, ←, ←, ▲, →, ●, ←, ←, ▲, ●, ↓, ●, ●, →

Weapons and Who Has Them
Canny Tim: Crossbow and Life Bottle
Stanyer: Hammer and 3 Gold Chests
Woden: Broad Sword and Some Gold Chests
Warrior Queen: Spear and 2 vials
Ravenhooves: Longbow, Flaming Longbow, Magic Longbow and Life Bottle
Sturnguard: Magic Shield
Bloodmonath: Axe and 3 gold chests
Dirk: Magic Sword
Dame Fortune: Lightning Blots

Drive Special Edition Porsche 911
To unlock the race-bread Porsche, you must place first in the Porsche Pro Cup.

Drive Titan Hotrod
To unlock the Titan, you must win all 8 Special Events.

Easier Tickets
Enter Pursuit Mode and choose a cop car. When the game starts, hold L1 and press ↑ to turn off your sirens. The person running will slow down. When you've caught up to him, press L1 + ↑ to turn your sirens back on, then pull him over.

Fly Police Helicopter
To unlock the helicopter, you must arrest 10 speeders using every police vehicle in Hot Pursuit mode.

Turbo Boost
To activate turbo boost, enable Dashboard cheat and press D-Pad Up while driving.



HOT WHEELS TURBO RACING**Cheat Codes**

Enter these codes at the main menu, an engine sound will confirm correct code entry. You can only enter one code at a time and you will have to re-enter codes for each race:
Always have turbo — R2, L1, □, ▲, R1, L2, L1, R2

No textures on cars — L1, R1, L2, R2, L1, R1, L2, R2
Tiny Cars — □, R2, L2, ▲, ▲, L2, R2, □
Big Tires — □, ▲, □, ▲, R1, R1 L2, L2
"Dude" Sounds — R2, R1, L2, R2, □, ▲, L1, R1

**POINT BLANK****Extra Points**

In the Octopus stage, you can shoot the crab for some bonus hit points. In any of the stuffed toy stages, you can repeatedly shoot the glass that shows your target and get many bonus hit points.

In most of the criminal stages, you can shoot out the windows of cars or buildings and get many extra hit points. If you shoot out a window when a criminal pops up, you can also get more than 100% accuracy and get more points.

In some of the protecting Dr. Don and Dr. Dan stages, you can shoot them and get hits for shooting them.

When playing the cuckoo bird stage in Point Blank, shoot the weathercock on top of the roof to gain extra points

Power Shotgun and Power Machine Gun

The Power Shotgun and Power Machine Gun in Quest Mode are found in the last level. You go to the second town (The town without the inn) and head south along the eastern edge of trees. About half way between that town and the small hut, there will be a secret entrance into the forest. You must navigate through the forest maze and get into the large pond on the other side. Once you get there, head just north of the uppermost ducks in the pond and near the centre. Search around and you should find the Power Shotgun. Then, travel south through the pond and you should find the Power Machine Gun. These two items are just the Shotgun and Machine Gun that can be used an infinite number of times.

NOTE: To use the Power Shotgun, you must have a dexterity of at least 40. To use the Power Machine

Gun, you must have a dexterity of at least 60.

**METAL GEAR SOLID****Fast Travel**

To move about through the complex faster, hide inside a cargo truck and use a cardboard box. Remain perfectly still and a guard will drop the box to the area noted on the box. (There are three boxes, each to a different location.)

First Person Nikita Missile

You can go into first person mode with the Nikita missiles by launching the missile, then pressing triangle. However you can only do this for a certain amount of time or else it will blow up.

Get the Bandanna

To get the bandanna, which gives you infinite ammunition and no re loads, play up until you get to Ocelots Torture Rack. If you make it out of The Rack without dying or giving up, when you beat the game, you will get the Good ending, where you save Meryl. She will give you the bandanna, and then once the credits are through, you can save your game. Save it and then load it up again. Look into your inventory and you will see the bandanna.

Get the Camera

To get the camera, when you get a Level 6 keycard go to the first building (Tank Hanger). Then take the Elevator down to Basement 2. Go into the hall before the Room where you fought Ocelot. Then there should be a spot where you can blow a hole in the wall with C4, when you blow it up there are two rooms. The camera is in one of the rooms, and there is ammo and a ration around in there also.

Ghost Images

Make sure you have at least 2 blocks free on a memory card to save at least one picture. Take pictures of different things and you may find a "Ghost" image of different programmers, artists, etc. superimposed on your new snapshot. I've found two by taking pictures of the ravens on the last major elevator and one by snapping a shot of the dead guy in the prison cell.

Here are the locations for all 43 Spirit photos:

1. Kojima: Otacon lab (the picture frame to the right)
2. Matsuhasha: Hallway of corpses (outside Otacons lab)
3. Sato: Comm Twr A (roof destroyed by a Hind D missiles)
4. Nakamura: In Meryl's blood pool (where she is sniped)
5. Shirkawa: Deep in Sniper Wolf's hallway behind the second pillar
6. Uehara: Edge of elevator (the one were the ravens are)
7. Negishi: Sewage water fall
8. Mizutani: When fighting Metal Gear 9. Korekado: Men's restroom
10. Sasaki: Picture frames in the Commanders room
11. Sonoyama: Torture machine
12. Toyota: Container in the middle of Raven's warehouse
13. Kozyou: Behind the watertank-like structure in the Canyon
14. Shimizu: Wolf dog cave (first crawling point)
15. Kaneda: The mirror located in the Women's restroom
16. Fukushima: Heliport, looking out to sea from cliff
17. Takade: Ninja room, glass at edge
18. Fujimura: Elevator, in the Comm Twr B complex
19. Shikama: Electric floor
20. Kimura: MG underground base, tip of Metal Gear's railgun
21. Kobayashi: Rock in canyon
22. Okajima: Maggots of the real DARPA Chef in cell
23. Nishimura: Next to Baker's corpse
24. Mukaide: Reflection in wolfdog cave puddle

RIDGE RACER TYPE 4

Bird Guide

While playing R4 on the course "Heaven & Hell" if you push left right right right very quickly on the control pad before the countdown clock says 3 a large bird will swoop down over your car and lead your way down the track for as long as you can keep up with him.

Extra Trial Mode

You get Extra Trial mode when you beat Grand Prix mode the first time. In Extra Trial mode you can get 16 of the 320 cars in the game.

Pac-Man Car

If you get all 320 cars, the Pac-Man car will appear as the 9th car in your garage. You will also get a new music track, "Eat Em Up."

Team Name on Windshield

If you have already saved a Rage Racer game to your memory card, its team banners will appear on the windshields of RR Type 4 cars.

Turbo start

At the start of the race hold L2+R2 to get a turbo start.



LEGACY OF KAIN: BLOOD OMEN

Blood Refill

While playing, press ↑, →, □, ●, ↑, ↓, →, ← to refill your blood.

Easy Artifacts

To get 99 of any artifacts at the spirit forges trade in your blood for the artifacts and use the blood refill code. Continue this until you have 99 of whatever artifact you are receiving from the spirit forge.

Alternatively, find the closest human that you can and use the control magic on them. Take them into the place that you can give blood for artifacts and talk to the blood. It will ask you to give blood, say yes and the guy will rip apart. Now when you look in your artifacts one should say 99.

Full Magic

To fill your magic meter, press →, →, □, ●, ↑, ↓, →, ← while playing.

View all Videos

To view all the video clips, press ←, →, □, ●, ↑, ↓, →, ← while playing, then press Select and view the Dark Diary.



- 25. Onoda: Where Baker is tied up
- 26. Kitao: Decoy Octopus (fake DARPA chief) corpse
- 27. Yoshimura: Dead end of air duct
- 28. Hirano: Elevator (Comm Twr B) deep in the shaft of top level
- 29. Muraoka: Water in cargo dock
- 30. Ishiyama: Heliport top of building
- 31. Ito: Inside elevator to tank hangar
- 32. Jerem Blaustein: Sniper Wolf's corpse
- 33. Yoshioka: Bridge on the third floor of the blast furnace
- 34. Mori: Lowest point of elevator (Comm Twr B)
- 35. Kinbara: Dark area of stairs
- 36. Tougo: End of boiler room (in Blast Furnace where the steam is)
- 37. Makimura: Hidden armory store-room behind the weakened wall
- 38. Kutome: Observation room
- 39. Tanaka: Heliport, sleeping soldier
- 40. Shigeno: Heliport, security camera by staircase
- 41. Yamashita: Tip of nuke warhead in nuke storage room
- 42. Kobayashi: Johnny Sasaki holding

cell, near DARPA chief

- 43. Scott Dolph: Way down in the dark from the walkway between Comm Tower A and B

Jail Break

When you are in your jail cell after being tortured, you can get out with the help of Otacon. The guard is very sick and has the runs. When he leaves to go to the bathroom crawl under the bed and wait for him to come back. When he sees you're gone he will run to the jail cell and open it. When he first gets to the door quickly get out from under the bed and when he comes in you knock him down once, and he will be out for good. Also if you call Otacon he will give you some stuff and one thing he gives you is ketchup. When the guard leaves lay on the ground with the ketchup equipped in your items. It will look like you're bleeding when he comes back he will think you are dead when he opens the door knock him down and you're out.

Mad Mei Ling

This is a code to make Mei Ling angry with you. Keep calling her over and over without saying. If you do it enough (8-10 times) she will stop talking to you and stick her tongue out at you.

Mantis Memory

The Mantis reacts with startlingly correct witticisms depending on the save games of other Konami games you have on your memory card. Try confronting him with a Castlevania, ISS Soccer, Suikoden or Silent Hill save game on your memory card for startling revelations.

Meryl's Undergarments

In the Women's Restroom where you meet up with Meryl prior to the Psycho Mantis confrontation, if you follow Meryl straight in and move up to the top stall within five seconds. Meryl will not have time to properly change, and spends the first part of the conversation without her combat pants on.

Nice Wolves

Method 1: When you first enter the caves, kill all the wolves. Meet up with Meryl, and kill those dogs there. Leave only the small one. Shoot Meryl with the Socom, then immediately equip a Cardboard Box. The little dog will pee on the box. Now whenever you are in the cave, equip the Box that the dog peed on and the Wolfs will leave you alone.

Method 2: Simply equip Sniper Wolf's hankerchief.

Policenauts Guest Appearance

After you defeat Ninja for the first time, and meet up with Otacon, he tells a story about Japanese Metal Gear prototypes. In the movie, scenes from Konami's Japanese game, Policenauts can be seen.

See Through Mantis's Eyes

When battling Psycho Mantis, hold in the Triangle (1st Person View) button. Instead of seeing through Snake's eyes, you will see through Mantis's.

TOMB RAIDER 3**All Secrets and Keys**

While playing press L2x5, R2, L2x3, R2, L2, R2, L2x2, R2, L2x2, R2, L2x2.

All Weapons, Medkits, Flares and Save Crystals

While playing press L2, R2x2, L2x4, R2, L2, R2x2, L2, R2x2, L2x2, R2, L2x2, R2.

Level Skip

While playing, press L2, R2, L2, L2, R2, L2, R2, L2, R2, L2, L2, R2, L2, R2, R2, R2, L2. This will

not work if you've changed the game's control settings.

Racetrack Key

To get the racetrack key press R2, L2x3, R2, L2x6, R2, L2x5, R2, L2x2 while playing in Lara's mansion.

Restore Health

While playing press R2, R2, L2, R2, L2, L2, L2, L2, L2, L2, R2, L2, L2, L2, R2, L2, R2, L2, L2, L2, L2, L2.

Secret Room in Lara's Mansion

When you enter the mansion go to her pool. Behind the diving board there is a switch. Press it to open a door in the main room with a switch behind it. Pull the switch and quickly turn around and sprint for the room across the hall. Inside you'll find some of the artifacts she's collected on her adventures.

**G-POLICE: WEAPONS OF JUSTICE****Unlimited Ammunition**

To have unlimited ammo, begin a new game. Then press L1 + L2 + R1 + R2 + ● at the Weapons screen. (A tone confirms correct entry.)

Unlock All Levels

Enter the Password: PLINTH and all 31 levels will open.

Unlock Database

In the password section enter UTOPIA. It will open all the secrets including 15 bonus missions, all the FMV, music and art.

**BUST-A-GROOVE****Bonus level**

After beating the first level with Shorty, hit up, down, left, right, and circle and it will take you to a new level with a mystery player.

Dance Preview

Complete the game under the easy difficulty level with any character for their dance view.

Flat Characters

Pick either Burger Dog or Hamm as your character. When you're "grooving" do your special attack twice in a row.

Jumping Columbo

Be Shorty on two players, and after you go all the way through any combo twice complete the o combo and Columbo should jump out of Shorty's pocket.

Level Skip

Complete the game once with any character. Begin game in single player

mode and press L2 + Select when a song begins to jump to the next level.

Play as Alternate Character

Highlight a character, then hold Select and press X.

Play as Burger Dog

Complete the game under the normal difficulty level with Hamm after getting Robo-Z.

Play as Capoeira

Complete the game under the normal difficulty level with any character.

Play as Columbo

Complete the game under the normal difficulty level with Shorty after getting Robo-Z.

Play as Robo-Z

Complete the game under the normal difficulty level with any character after getting Capoeira.

KNOCKOUT KINGS

Boxer Upgrade

When making a boxer in "career mode" type in the name PSIRULES fight one match with him, then exit out of career mode. When you go back in to your career your man will be 7'5 and his power, strength, and speed will all be too.

Easy way to gain speed, stamina, and strength

When you go to train your guy, pick the speed bag, or heavy bag and go into the match. Then, throw in the towel so it brings you back to the

menu where you can choose the speed bag or the heavy bag. Keep repeating this process till everything is 99.

Huge Heads

At the main menu press left and circle, left and triangle, left and square, left and x. A bell will sound if done correctly (This only works with created boxers).

Regain Energy

When you knock someone down press L1+L2+R1+R2+X at the same

time, and keep hitting them. You should regain some of your energy.



ASTEROIDS

Cheat Menu

When the "Press Start" screen appears, hold Select and press ■, ▲, ●, ▲, ▲, ■, ●. You should hear an asteroid exploding. If not, try again. Now, anytime during the game press Select and Start at the same time. A small screen should come up asking you what level and zone you want. You will also get the option of turning off collisions. To activate the cheat codes, press R1, R2, L1, and L2 at the same time.

Classic Asteroids Codes

Press pause, then enter the following:
99 Lives: ↑, X, ↓, ▲, ←, ■, →, ●
Invincibility: ↓, ↓, ↑, ↑, ●, ■, ▲, ▲

Hidden Fourth Ship...the easy way

At the title screen press and hold

SELECT, then press ▲, ●, ●, ▲, ■, ●.

Invincibility and Level Select

At the title screen press ■, ▲, ●, ▲, ■, ●. To activate level select, press Start + Select while playing, then press L1 repeatedly until the desired level appears.

Play Classic Asteroids

To get the original game you must go all the way through the first mission until you get to level 15. Once you get to level 15, continue to play but look for a greenish wire-frame asteroid to come into the screen.

Shoot the green asteroid and big words in green will appear on the screen letting you know that the game is unlocked.



Sparkly Kelly

Start a 1 or 2 player game and choose Kelly as your character. When the match starts perform your attack, and hit start as she winds up to deliver it. Choose "retry" from the pause menu and when the match restarts, Kelly will be surrounded by sparks which will last for the remainder of the match, or until she performs another attack.

Super Solos

Try these moves during the solo part of the dance. (The part where you take turns dancing.)

Heat: ↑, ↓, ↑, ●
Frida: ↑, ↓, ↑, ●
Strike: ↑, ↑, ←, ●
Hamm: ↓, →, ↑, ●
Kelly: →, ←, ↑, ●
Shorty: ↓, ↓, ↓, ●
Hiro: →, ↑, ↓, ●
Pinky Diamond: ↑, ←, ↑, ●
Gas-O: Left, ↓, →, ↑, ●
Kitty Nakajima: ↓, ↓, →, ●
Capoeira: Right, ↑, →, X



Robo-Z: ↑, ↓, ←, →, ●
Columbo: ↓, ↓, ↓, ●
Burger Dog: ↓, →, ↑, ●

Winning Pose Close-up
Hold Circle after winning a stage.



FINAL FANTASY VIII

GF Boost

If you have a GF who has learned "Boost" this trick will work. While your GF is about to appear on the screen, hold down "Select" and you should see a hand pointing a finger on the **■** button and a number next to it. Keep holding "Select" and rapidly hit **■**. This will raise that number which means more damage to the enemy. But make sure you stop when an X appears over the hand. If you don't, the number will start back at the beginning. Wait for the X to go

away and repeat the process. The higher the number reached, the more damage caused.

Secret Guardian Force Card

After receiving Ragnarok go to the bottom left of the screen. There should be a base there if you defeat the boss (Bahamut) you will get him and he will join you. After Bahamut go further into the base and you will fight Alremo Weapon – draw "Eden" from him.



ROAD RASH 3D

Avoid Car Crashes

When you're a few seconds from crashing, hit the gas button 2 or 3 times. This allows you to pull off a wheelie and use the car as a ramp. This tip only works with oncoming cars.

Bad Biker

If you hit one of the Japanese riders or get a ticket from a cop, you will become part of the bad biker gang. You will be able to use the weapon that the gang favours the most.

Easy "Blast 2X"

While racing, hit the ZOOM OUT button then hold the REARVIEW MIRROR button and release ZOOM OUT. You should now have Blast 2X without having to do the annoying

"looking back" part.

Shortcut for Level 2

When you are going from Kaffe Koma to the Der Panzer Club there is a shortcut that will shave about 2 1/2 miles off the race. Go straight for 3 miles then hang a left. It will tell you to go straight. Ignore the wrong way sign and just follow the road to the Der Panzer Club.

Steal Items from the Store

To shoplift, highlight the item you want then press punch and kick at the same time!

Steal Weapons

If you punch another rider with your bare hand while his weapon is drawn, you will be able to steal his weapon.

Super Punch

Press **↑ + ●** and hold. When you are ready to punch, release.



VIGILANTE 8

Avalanche at the Ski Resort

Shoot down any three trees on one side and an avalanche will occur.

Cheat Codes

Enter these codes on the password screen:

HARDEST OF ALL —Extreme Difficulty

I AM TOUGH GUY —Very Difficult
I WILL NOT DIE —Invincibility
REDUCE GRAVITY —Reduced gravity
SAME CHARACTER —Play as same character in two-player mode
GO SIGHTSEEING —No enemies
DEADLY MISSILE —Stronger homing missiles

WMNNWLHTSCUCLH —All characters, levels and the Alien
SEE ALL MOVIES —View all the movies
BIGWHEELS —Oversized Tires

Passwords

Here are codes for every person's Quest Mode, passing it with "Objective Met":

VIGILANTES:

Chasey Blue:

AOGIKYFGQQTWGA (Mission 1)
YMBEJOPDHYZV (Mission 2)
RIPJNYEPGFPJAI (Mission 3)
HGFTDDNMUBXRVL (Mission 4)

Slick Clyde:

TNLEROHSQAZDMQ (Mission 1)
QDANNFHMSLBWLF (Mission 2)
FYLYRKFKEAHGGAW (Mission 3)
OIRYEEBGBBNHBJ (Mission 4)

Shiela:

EDAOHLJIOUEDBA (Mission 1)
HSDNTZSGVOGLCP (Mission 2)

NTWZYUQSPXMHMB (Mission 3)
BXINCWNWGQCQVJF (Mission 4)

John Torque:

WSLZFBNQDTFDBF (Mission 1)
BXNJRSXTYACK (Mission 2)
BXGFDQBSNISJQ (Mission 3)
ZCTEAFJVMMNDJUT (Mission 4)

Dave:

PYQXPDMJNBUP (Mission 1)
OLIUZTJHPKWTD (Mission 2)
QYDIBUYBZTEUQC (Mission 3)

Convoy:

AIHZNIFPZNFWA (Mission 1)
UKXCXCOAIGOKVH (Mission 2)
KHREIWYIZREYHK (Mission 3)
VSNKJVRUSUNRWX (Mission 4)

COYOTES:

Loki:
THLOHJWURONKLQ (Mission 1)
VIBWYIVGOPAUWX (Mission 2)
CEJMULWPCYYAVS (Mission 3)
PGGOVIUNUQEIVU (Mission 4)



METAL GEAR SOLID

Sharp Dressed Man

When you start your game for the third time on the same save, your memory card icon will be the ninja, and Snake will be wearing a tuxedo. Also the "Cyber Ninja" will be in a red costume sort of like spider-man



Shy Meryl

When walking around with Meryl, if you keep staring at her in first-person mode, Meryl starts blushing, turning embarrassed and tapping her gun to her leg. Keep looking at her, and she turns more and more red, whispering embarrassed little questions.



WIPEOUT 3



Unlock All Tournaments

From the main menu, go to 'options', then 'game setup' and then 'default names'. Enter the following name to enable the corresponding cheat. A flash will confirm correct entry.
Unlock all tournaments: BUNTY

Unlimited shields & thrust

Enter GEORDIE as a default name.

Unlimited hyperthrust

Enter MOONFACE as a default name.

Infinite Weapons

From the main menu, go to 'options', then 'game setup' and then 'default names'. Enter the following name to enable the corresponding cheat. A flash will confirm correct entry.
Infinite weapons: DEPUTY

Extra vehicles:

Enter JAZZNAZ as a default name.

Prototype track:

Successfully complete all tracks with all teams in single race mode. Then, select the new "Prototypes" option on the main menu.

All tracks:

Enter WIZZPIG as a default name.

Phantom class:

Enter AVINIT as a default name.

Houston 3:
BDPTGXUBXO CKE (Mission 1)
GCTPCXCC(WXVI) (Mission 2)
NXIFMPZXRAAGMB (Mission 3)
DTQQSKTRYIHGEN (Mission 4)

Boogie:
FOJGCRHLMUQZV (Mission 1)
DRFIQVOLIYIHGEN (Mission 2)
WCHPZDGBCYEDPF (Mission 3)
JHAZRULUMLUYBG (Mission 4)

Beezwax:
YUYFNKTAQGLNYW (Mission 1)
TXXKGGEWRONKLQ (Mission 2)
KHUSNNW|XORZHKG (Mission 3)
UIBR|CCYSATFVH (Mission 4)

Molo:
EDDNX|APNTRDBA (Mission 1)
ITAHZ|RMYTLSIQ (Mission 2)
NPRI|YVRAAGMB (Mission 3)
AKFQPUISMWAHWA (Mission 4)

Sid Burn:
LPHPMMDNMPEMV (Mission 1)
PEONQGUN|QEIVU (Mission 2)

XOKIXDXBKQRFOJ (Mission 3)
OYROHGBDNLS|5I (Mission 4)

Roadkill Mines

To activate this attack press Left, Right, Down, Machine Gun. This costs only two mines.
Note: This mine is invisible until you or an opponent gets close enough. These mines hold you for about 10-15 seconds before detonating. You can get away only if you are driving at top speed in one of the three fastest cars.

Secret Cars

On the OPTIONS screen, move the cursor to CONTROLLER SELECT then quickly press ↑, ↑, ↓, ↓, ←, ←, →, →, ×, ×, ■, ■, ●, ●, ▲, ▲.

Special Attacks

Each weapon has two secret moves. The manual tells you one and these are the other ones.

Interceptor Missiles: Halo Decoy
↑ - ↑ - ↓ - Fire Machine Gun Cost: 2 Missiles

(This will cause any homing missiles or special to follow your missiles instead of you.)

Bull's Eye Rockets: Stampede

↑ - ↓ - ↑ - Fire Machine Gun Cost: 1-5 Rockets
(This shoots up to 5 of your rockets in quick succession. They don't aim automatically so most will miss unless your target is stationary.)

Sky Hammer Mortar: Turtle Turnover

↓ - ↓ - ↓ - Fire Machine Gun Cost: 2 Shells
(This will cause the opponent's car to flip over on its roof. The computer flips right back up. But some of the bigger cars take a while so it can be useful.)

Bruiser Cannon: Cow Puncher

↓ - ↑ - ↓ - Fire Machine Gun Cost: 2 Shells

(This not only does a lot of damage in one hit it also throws the opponent for a loop. Great fun if your opponent

is on the side of a cliff.)

Roadkill Mines: Cactus Patch

← - → - ↑ - Fire Machine Gun Cost: 6 Mines

(This is the only way to drop mines. The Bear Hug is great for slowing down someone. But since it does no damage I use it sparingly. This will cause you to drop up to 6 mines in an area behind your car. If someone is following you they are guaranteed to hit at least one of them.)

Turbos

To activate this code press ↑ - ↑ - ↑ - machine gun. Costs one homing missile. When you do this a homing missile will latch onto the side of your vehicle and you will travel at the same speed as the missile.



WIPEOUT 3D TONY HAWK THE COMPLETE GUIDES!

Wipeout

COMING
SOON!

TO OFFICIAL AUSTRALIAN
PLAYSTATION MAGAZINE

reviewed rated ranked

Welcome to Australia's ultimate PlayStation buyer's guide. There are over 500 games rated over the next 15 pages. No technical jargon and no strange icons for you to decipher – just the good, the bad and the ugly of the PlayStation world in simple terms.

360

Cryo – Futuristic racer



Appalling. A travesty. What on earth was the point?

40 Winks

Eurocom – 3D Platform



A great looking platform game with style and originality.

A

Ace Combat 2

Sony – Flight sim



Fantastic, full-on flight action, but you can finish it in a day.

Actua Golf

Gremlin – Golf sim



The fluid player animation and commentary are great. Fore!

Actua Golf 2

Gremlin – Golf sim



Better graphics and new shots fail to hide gameplay limitations. Not the best.

Actua Golf 3

Gremlin – Golf sim



A dated control system makes this for the full-on golf fan only.

Actua Ice Hockey

Gremlin – Ice hockey sim



Very ordinary game with slow graphics and many minor niggles.

Actua Ice Hockey 2

Gremlin – Ice hockey sim



Nice try, but EA's NHL series wins on realism alone.

Actua Soccer

Gremlin – Soccer sim



The George Best of soccer sims: wild, eccentric, but captivating. And occasionally mad.

A slick, accomplished early bash at this overcrowded game genre.

Actua Soccer 2

Gremlin – Soccer sim



A hard game to master, but stick with it. A great soccer game.

Actua Soccer 3

Gremlin – Football sim



Not enough moves and fails to convey the sport's flowing nature.

Actua Tennis

Gremlin – Tennis sim



The infinitely more fun *Smash Court Tennis* games remain supreme.

Adidas Power Soccer

Psynopsis – Soccer sim



The George Best of soccer sims: wild, eccentric, but captivating. And occasionally mad.

Adidas Power Soccer 2

Psynopsis – Soccer sim



There are better soccer games about, but this has grit and flair. Dirty at times, too.

Adidas Power Soccer Int.

Psynopsis – Soccer sim



New modes and more realistic team and player abilities. Not much else.

Adidas Power Soccer '98

Psynopsis – Soccer sim



Disappointing, often infuriating. Packed with minor glitches.

Adventures Of Lomax

Psynopsis – Platformer



Fine looking, but very old-fashioned. Would have been ace on the SNES.

AFL '99

EA – Australian Rules sim



At last an Aussie rules game for us Down Under. Not bad too!

Agile Warrior

Virgin – Air combat sim



Unpolished flight 'em up with few redeeming features.

EDITED BY

FIONA TOMARCHIO



FIONA SURE KNOWS HER ALPHABET. SHE'S ALSO AN EXPERT PLAYSTATION GAMER, SO WHO BETTER TO PUT TOGETHER THIS HUGE A - Z OF ALL THE PLAYSTATION GAMES EVER RELEASED....

★★★★★ Buy! ★★★★★ Great ★★★★ Average ★★ Bad ★ Awful

Recent Release

Tomb Raider 4 - The Last Revelation

Lara returns for her final adventure on the PlayStation 1 and it's also her best ever! New graphic effects, enhanced enemy AI and an involving storyline make *TR4* a magical experience.



Air Combat

Sony - Air combat sim

★★★

Flashy Namco arcade conversion. Too easy for unguarded acclaim.

Air Race

THQ - Racing/flight sim

★★★

Pleasantly surprising. Obvious faults, but robust, fun-filled.

AI Evolution Global

Acclaim - Strategy

★★★

Snappily titled *Sim City* clone. Deep and challenging, but slow in places.

Akuji the Heartless

Eidos - 3D adventure

★★★★★

Snuggles between *Doom* and *Tomb Raider*. No-nonsense adventure literally without a heart.

Alien Trilogy

Acclaim - Shoot 'em up

★★★★★

Pants-wettingly scary *Doom* clone with focus on intellect and agility. Old but good.

All Star Soccer

Eidos Interactive - Soccer sim

★★★

Comedy commentary tries to lift up this mediocre sim. It fails.

All Star Tennis

Ubi Soft - Tennis sim

★★★

Comedy commentary tries to lift up this mediocre sim. It fails.

Not great for the lone player, but fun with a MultiTap. And not as good as *Anna*.

Alone In The Dark

Infogrames - Action

★★★

One of the most picturesque and playable adventures around.

Alundra

Psynopsis - Role-playing game

★★★★

Zelda for the PlayStation. Absolutely addictive.

Andretti Racing '97

EA - Racing sim

★★★

Varied, fun, but slightly clunky racer. Pales in comparison to *Ridge Racer*.

Anna Kournikova's Smash Court Tennis

Sony - Arcade tennis

★★★★★

Simple graphics but fast, easy to learn, addictive and great fun in multiplayer mode.

Ape Escape

Sony - Platformer

★★★★★

The best platformer yet. Instantly amusing and fun.

Apocalypse

Activision - Shoot 'em up

★★★

Flawed, but has a *je ne sais quoi* that makes it stand out.

Area 51

GT - Shoot 'em up

★★

Boring, repetitive, unforgivably slow *Time Crisis* forebear. Should be shot.

Armoured Core

Sony - Shoot 'em up

★★★★

Engrossing, weapons-grade mech action and variable missions, too.

Assault

TES - Shoot 'em up

★★★

Tension-relieving blasting, but with aiming problems and unfair deaths.

Assault Rigs

Psynopsis - Combat maze game

★★★

Battle Zone-inspired, hunt-and-blast title with a great two-player option.

Asterix

Infogrames - Platformer/strategy

★

A sub-standard fusion of a *Risk* clone and a dull collect 'em up.

Asteroids

Activision - Retro shoot 'em up

★★★

Fun, addictive, but never more than a blast from the past. Leave it in the arcades.

Atari Collection 2, The

GT - Retro collection

★★★★

The best retro game compilation, but most games fail to hold their own.

Atlantis

Cryo - Point 'n' click adventure

★★

No looks or charisma. This is the sort of thing we were avoiding years ago. Try harder.

Attack of the Saucerman

Sony - Action adventure

★

Bad graphics and animation, dull combat. Not even funny.

Auto Destruct

EA - Racing/strategy

★★★

Bones of the game are good but it soon becomes repetitive. Should be shot.

Azure Dreams

Konami - RPG

★★★

Intriguing but quirky; if it appeals to you, you'll be hooked for weeks.

B-Movie

GT - Shoot 'em up

★★★

Deep and manages to stay fresh despite a simple premise.

BalBlazer

EA - Future sport sim

★★★

Lacklustre update of the ancient Commodore 64 title. Stick to footy.

Batman & Robin

Acclaim - Arcade/adventure

★★★

Too many ideas, none of which come to anything worthwhile.

Battle Arena Toshinden

Sony - Beat 'em up

★★★★

This weapons-based 3D punch-up is a key title which still impresses.

Battle Arena Toshinden 2

Sony - Beat 'em up

★★★

Disappointingly similar sequel, only adding graphical finesse.

Battle Arena Toshinden 3

Sony - Beat 'em up

★★★

Marginal better than its prequel, but still no contender for *Tekken*.

Big Air

EA - Snowboard sim

★★

Ambitious yet limited hack 'n' slash riddled with small flaws.

The kind of game you'll only play when you're very bored.

Big Hurt Baseball

Acclaim - Baseball sim

★★

The visuals are really all that impress in this flawed sim.

Bio Freaks

GT - Beat 'em up

★★★

Provides hearty laughter and bloodstained enjoyment. Good fun.

Black Dawn

EA - Air combat sim

★★★★

Decent helicopter game with good visuals and challenging missions.

BLAM! Machinehead

EA - Roam 'n' shoot

★★★

Nice-looking sci-fi blaster with the odd interesting touch.

Blast Chamber

Activision - Puzzler

★★★

Innovative and mentally challenging puzzle/shoot 'em up crossover.

Blast Radius

Psynopsis - Shoot 'em up

★★★★

Thoroughly enjoyable arcade-style shoot 'em up.

Blasto

Sony - Adventure

★★★

A cartoon cavalcade of insanity. If only it was faster...

Blaze & Blade: Eternal Quest

FunSoft - Role-playing game

★★★

Nice try, but not really very practical. Doesn't cut the mustard.

Blood Omen: Legacy Of Kain

BMG - Role-playing game

★★★

Ambitious yet limited hack 'n' slash riddled with small flaws.

AIR COMBAT - CRASH BANDICOOT 3

Bloodlines

Sony - Future sports

★★★

Hard and fast action in spurts, but very little else.

Bloody Roar: Hyper Beast Duel

Virgin - Beat 'em up

★★★★

Lacks fighting-style variety, but has heaps of strategy and is a visual treat.

Bloody Roar 2: Bringer of the New Age

Virgin - Beat 'em up

★★★★

A quick, responsive fighting machine with some strategy thrown in.

Bomberman

Virgin - Arcade game

★★★

What's dull for one player is delicious for five.

Bomberman Fantasy Racing

Virgin - Arcade racer

★★★

No amount of tricks can mask the awkwardness of your mounts.

Bomberman World

Sony - Arcade game

★★★

Adequate, but has irritating control foibles. Good multiplayer mode.

Break Point

Ocean - Tennis sim

★★★

It's slightly over-complicated, but it's a good racquet workout nevertheless.

Breath Of Fire III

Virgin - Role-playing game

★★★★

Great-fun Japanese RPG. A cross between *Vandal-Hearts* and *Final Fantasy VII*.

Broken Sword

Sony - Adventure

★★★★★

A beautifully crafted epic swimming in atmosphere and Parisian chic.

Broken Sword II: The Smoking Mirror

Sony - Adventure

★★★★★

One of the most atmospheric adventure games you can buy.

Bubble Bobble 2

Virgin - Platformer

★★★★

Compelling gameplay. Cute graphics. Great longevity. Well worth checking out.

Bugs Bunny: Lost in Time

Infogrames - Platformer

★★★★

Not a bad performance from the wise-cracking carrot-cruncher, although a little dated.

Bug's Life, A

Sony - 3D adventure

★★★

Only the utterly embryonic will glean any entertainment from this family affair.

Bushido Blade

Sony - Knife 'em up

★★★★

While not for the squeamish, this is a welcome revamp of an old genre. Loads of lethal fighting for you.

Bust A Groove

Sony - Dance 'em up

★★★★

Almost arousing to watch, but occasionally repetitive to play. Great party game.

Bust-A-Move 2

Acclaim - Puzzler

★★★★★

Simple, yet infuriatingly addictive, *Tetris*-style puzzler. A near legend.

Bust-A-Move 3

Acclaim - Puzzler

★★★★★

The most addictive two-player

game this side of chocolate.

Bust-A-Move 4

Acclaim - Puzzler

★★★★

No improvement, but it's still a furiously addictive two-player game.



Cardynal Sin

Sony - Beat 'em up

★★★

Quite cool really, but too easy and not enough variety.

Carmageddon

Ozisoft - Killer driving game

★★★★

Road rage in your own home. Blood and gore galore, but handling is shaky.

Carnage Heart

Sony - Combat strategy

★★★★

Intensely absorbing, but mentally demanding. We suggest you try it.

Casper

Sony - Puzzle game

★★★

Cutesy exploration title with a few new twists.

Castlevania: Symphony of the Night

Sony - Platformer/adventure

★★★

Playable and vast, but lacking sparkle and proper 3D.

Castrol Honda

Superbike Racing

THQ - Bike racer

★★★

Characterless tracks, and far too hard for a passing fancy.

Championship Motocross

Funcom - Bike racing

★★★

A fairly basic motorbike racing

game that is fast and fun.

Chessmaster 2

GT - Chess game

★★★★

Obviously you've got to be a chess fan, but for those who are, this is great.

Chessmaster 3D

Mindscape - Chess sim

★★★★

Competent, nicely-presented chess title with classical soundtrack.

Chill

Eidos - Snowboarding sim

★★★

Proficient snowboarding game, but lacks anything innovative.

Circuit Breakers

Mindscape - Racing game

★★★★★

Addictive, clever, top-down racing. Best with four players.

Civilization II

Activision - Strategy

★★★★

Incredibly addictive, involving and beautifully structured.

Colin McRae Rally

Codemasters - Arcade racer

★★★★★

Compulsory purchase for racing fans.

Colony Wars

Psygnosis - 3D space combat

★★★★★

Colony Wars is stunning and well designed, if you're prepared to make the effort.

Colony Wars: Vengeance

Psygnosis - 3D space combat

★★★★★

A challenging and compelling space-combat game.

Command & Conquer

Virgin - Military strategy

★★★★★

A brilliant conversion of the god-like PC original. Make war,

not love.

Command & Conquer Red Alert: Retaliation

Virgin - Real-time military strategy

★★★★

Red Alert fans will lap it up, but not much new here.

Constructor

Acclaim - Management sim

★★★★

You need a mouse to enjoy it, but too few titles have *Constructor's* depth.

Cool Boarders 2

Sony - Snowboarding sim

★★★★

A detailed sports sim, supercool arcade racer and wish-fulfiller.

Cool Boarders 3

Sony - Snowboarding sim

★★★★★

Could have been indispensable. As it is, it's merely excellent.

Courier Crisis

BMG - Bike 'em up

★★★

Loads of fun for half an hour, then utterly tedious.

Crash Bandicoot

Sony - 3D platformer

★★★★★

A big, stylish and engrossing addition to a much-abused genre.

Crash Bandicoot 2

Sony - 3D platformer

★★★★★

More of the same. Though still very pretty and great fun. Hours of entertainment packed into this one.

Crash Bandicoot 3

Sony - 3D platformer

★★★★★

Crash's finest hour. Sheer brilliance. Tweaked in all the right areas. Add it to your collection now.

Recent Release

Toy Story 2

Buzz Lightyear, Mr Potato-Head and the gang are back in a new movie and a new game. Both are absolutely brilliant. Who said that games made from movies had to suck?



Crash Team Racing

Sony - Kart racing

★★★★★

A great party game that is wicked fun in multiplayer mode. Go Crash go!

Creature Shock

Data East - Shoot 'em up

★★★

Full-motion video experiment which fails as both game and experience.

Critical Depth

GT - Shoot 'em up

★★★

A decent-enough all-action game. Good fun on a rainy Sunday arvo.

Criticom

Virgin - Beat 'em up

★★★

A challenging combat game which only reveals its depths with time.

Croc

EA - 3D platformer

★★★

Superb graphics. The level design could be more imaginative, though.

Croc 2

Fox - 3D platformer

★★★★★

Better, bigger and prettier. Can be frustratingly difficult. But fun for a first timer starting out on the platformer road.

Crow: City Of Angels, The

Acclaim - Adventure

★★★

Hopelessly out-of-date conversion of an equally poor film. Stay away! No, really. Don't go near it.

Crusader: No Remorse

EA - Adventure

★★★

Tricky controls and raw graphics conceal a challenging game. One to look out for in bins.

Crypt Killer

Konami - Shoot 'em up

★★★

Adequate but not very memorable conversion of an arcade shooter.

Cyberia

Interplay - Adventure

★★★

Pre-rendered storybook adventure, which has always looked dated.

D

Acclaim - Adventure

★★★

A well-produced and engrossing experience which ends too quickly.

Dark Forces

Virgin - Shoot 'em up

★★★

A good idea spoilt by woeful

A lazy, dated *Doom* clone. The Force is certainly not strong in this one.

Darklight Conflict

EA - Space blaster

★★★

Satisfying 3D shoot 'em up with a nod to *Elite* and bags of gameplay.

Darkstalkers 3

Virgin - Beat 'em up

★★★

Will appeal to the hardcore fight fan.

Dead Ball Zone

GT - Future sports

★★★

A decent future-sports game, but not as good as the 16-bit *Speedball*.

Dead Or Alive

Sony - Beat 'em up

★★★★★

Lots of polish and gameplay. But still secondary to *Tekken 3*.

Deathtrap Dungeon

Eidos - Adventure

★★★

No *Tomb Raider* beater, but a solid, well-designed 3D romp.

Defcon 5

Sony - Action/strategy

★★★★★

Tense, atmospheric strategy-centred shooter. It's *Doom* with a brain.

Descent

Interplay - 3D blaster

★★★★★

A surprisingly good conversion of a great PC title. Huge and addictive.

Descent 2

Interplay - 3D blaster

★★★

Impressive sequel which suffers through comparison to rivals.

Destrega

Sony - Beat 'em up

★★★

If you're a Pratchett fan, buy it now. If you're not, don't.

execution. Easy, cheesy, and beaten to a pulp by *Tekken*.

Destruction Derby

Psygnosis - Racer

★★★★

Exhilarating crash-and-smash racer, let down by a few key faults.

Destruction Derby 2

Psygnosis - Racer

★★★★★

A total visual and gameplay overhaul of the original title. Brilliant stuff.

Devil Dice

Sony - Strategy/puzzle game

★★★★

Eccentric puzzler that both intrigues and frustrates. Needs plenty of patience.

Diablo

EA - Role-playing/action game

★★★

A fun blend of arcade action and RPG – it's easy to play, but not the best.

Die Hard Trilogy

EA - Arcade adventure

★★★★

Three good games for the price of one. Glitchy, but good value.

Dino Crisis

Ozisoft - Action adventure

★★★★★

Shockingly good. An updated *Resident Evil* set in *Jurassic Park*. Incredible animation, hair-on-the-back-of-your-neck-raising tension and great puzzles.

Discworld

Psygnosis - Adventure

★★★

Tough point 'n' click puzzler which captures Pratchett's humour well.

Discworld 2: Missing Presumed...?

Psygnosis - Adventure

★★★

If you're a Pratchett fan, buy it now. If you're not, don't.

Disney's Magical Tetris

Disney - Puzzle

★★★

Basically just the classic addictive puzzle game with Disney characters.

Disruptor

Interplay - Shoot 'em up

★★★★

Stunning scenery, slick design. A great alternative to *Doom*.

Diver's Dream

Konami - Diving sim

★★★

A reasonable game that's simply over far too quickly. Just go in the sea instead.

Dodgeball Arena

Black Friar - Future sports sim

★★★

This soon loses its appeal. Only obsessive *Wump Rat* hunters need apply.

Doom

GT - Shoot 'em up

★★★★★

The classic 3D blaster brought with spooky brilliance to the PlayStation.

Driver

GT - Car chaser

★★★★★

Gorgeous to look at and satisfying to play, this is damn near close to perfect.

Duke Nukem

GT - Shoot 'em up

★★★★★

This is an essential addition to your collection. A supreme one-player game.

Duke Nukem: Time to Kill

GT - 3D adventure

★★★★★

So it's nothing new, but it delivers all the goodies in one bundle. A joy to play.

Dynasty Warriors

Ocean - Beat 'em up

★★★★

Lacks the frantic appeal of *Soul Blade*, but still packs a punch.



CRASH TEAM RACING - GOAL STORM

E

Earthworm Jim 2

Virgin - Platformer



Adds little to the genre except a funny hero and cartoon graphics.

Epidemic

Sony - Shoot 'em up



Some clever touches lift this above most *Doom* clones.

Everybody's Golf

Sony - Golf game



Cute, well-packaged, and very desirable. A superb little game.

Evil Zone

Titus - Beat 'em up



Loads of neat touches and effects can't stop this being an also-ran.

Excalibur 2555AD

Telstar - Adventure



Tolerable action adventure, overshadowed by *Tomb Raider*.

Exhumed

BMG - Shoot 'em up



Egyptian-themed shooter with nice engine and good graphics.

Explosive Racing

JMI - Racing game



A cartoon racer which tries hard to be different, sacrificing playability in the process.

F

FA Manager

Eidos - Management sim



It's bad, but brilliant at the

same time. Basically it's one for hardcore soccer fans only.

FA Premier League Stars

EA - Football sim



The overall feeling here is one of mild disappointment.

FA Premier League Manager 2000

EA Sports - Football management



Not fantastic. For hard-core soccer freaks only.

Fade To Black

EA - 3D adventure



Atmospheric adventure yarn which suffers a few niggling eccentricities.

Felony 11-79

ASCII - Racing game



Inadequate in many ways, but in fact its entertainment value masks its flaws.

FIFA Soccer '96

EA - Soccer sim



Impressive at the time, but now rather stodgy and average-looking.

FIFA '97

EA - Soccer sim



A fiddly game of soccer which remains the worst of the FIFA line-up.

FIFA '98: World Cup

EA - Soccer sim



Supreme playability and smart graphics make this soccer game a surefire back-of-the-net hit. Can't beat *ISS Pro 98* though.

FIFA '99

EA - Soccer sim



Pace and skill are coupled with a very instinctive control system in the latest edition.

Final Doom

GT - Shoot 'em up



Thirty scary new levels, plus visual improvements. Essential.

Final Fantasy VII

Square - Role-playing game



A brand-new standard of excellence for the PlayStation.

Final Fantasy VIII

Square - Role-playing game



Improves on FFVII in almost all aspects. In a class of its own.

Fisherman's Bait

Konami - Fishing sim



A fishing game with limited appeal, but there is atwo player option.

Fluid

Sony - Interactive music



Relaxing post-club fare and other-world experience.

Formula 1

Psygnosis - F1 sim



A realistic and immensely playable F1 racer.

Formula 1 '97

Psygnosis - F1 sim



Superior in every regard to the 1996 original. A racing game landmark.

Formula 1 '98

Psygnosis - F1 sim



F1 '98 is no better than *F1 '97*. It's also no better than *F1...*

Formula 1'99

Psygnosis - F1 sim



The series is back on track after the '98 disaster.

Formula Karts: Special Edition

Telstar - Racer



Great racer. Works well as a sim and as an arcade experience.

Forsaken

Acclaim - Shoot 'em up



Striking, fun to play, but the inadequate feel of your craft lets it down.

Future Cop: LAPD

EA - Shoot 'em up



Surprisingly addictive. Two-player and single modes are excellent.

G

G-Darius

THQ - Shoot 'em up



Some good gameplay marred by repetition and enemy firepower.

G-Police

Psygnosis - Flight sim/shooter



Intricate storyline, and some of the best dogfighting gameplay.

G-Police 2:

Weapons of Justice

Psygnosis - Flight sim/shooter



An excellent sequel with better

graphics plus spaceship, car, hover-ship and robot fighting.

Gex

BMG - Platformer



Run-of-the-mill lizard-based jumper. Plenty of tasks, though.

Gex 3D: Enter the Gecko

BMG - 3D platformer



Polished, handsome and fun. Lacking only in innovation.

Gex: Deep Cover Gecko

Eidos - 3D platformer



More of the same with knobs on, but enjoyable nonetheless.

Ghost in the Shell

Sony - Shoot 'em up



Manga-inspired with robo-spiders and oodles of explosions. Of course.

Global Domination

Psygnosis - Strategy



Dull and ugly-looking, it's tough and frustrating even for strategy buffs.

Goal Storm

Konami - Soccer sim



Not as speedy as other arcade soccer titles, but more intuitive and stylish.

Recent Release

Tony Hawk's Skateboarding

Undoubtedly the finest skateboard sim ever created, and many would say one of the finest video games ever created as well. Tight control, great graphics and kicking music.





GRAN TURISMO - MICRO MACHINES V3

Gran Turismo

Sony - Sports car racer

★★★★★

As perfect a racing game as you've ever seen, in a choice of 250 accurately modelled cars.

Grand Theft Auto

BMG - Crim sim

★★★★

Controversial with iffy graphics – but addictive, original and hugely successful. A very original take on the driving game genre.

Grand Theft Auto: London 1969

Take 2 - Crim sim

★★★★

Does nothing new and has less content than the original.

Grand Theft Auto 2

Take 2 - Crim sim

★★★★

More despicable criminal behaviour - loads of fun!

Granstream Saga

Sony - Role-playing game

★★★★

Intriguing and frustrating by turns. Enjoyable to play – for a short while.

Guardian's Crusade

Activision - Role-playing game

★★★★

Colourful, but nothing here to thrill the dedicated RPG fan.

Gungage

GT - Shoot 'em up

★★

Discover levels of boredom you never knew existed. This sucks big-time.

Gunship 2000

Microprose - Shoot 'em up

★★★★

Impressive helicopter flight sim with engrossing and varied missions.

H

Hardcore 4x4

Gremlin - Racing sim

★★

An original off-roader which suffers due to tight, restrictive courses.

Hard Edge

Sunsoft - 3D arcade/adventure

★★★

Has a good idea, then lots of bad ones. A kiddie-graphics *Resident Evil*.

Heart of Darkness

Infogrames - 2D adventure

★★★

Beautiful and cinematic, but with flawed gameplay.

Herc's Adventures

Virgin Interactive - Role-playing game/platform puzzler

★★★

Entertaining intro to the RPG, though really a platform game.

Hercules

Sony - Platform adventure game

★★★

Fun but short-lived experience; will appeal to younger players.

Hexen

GT - Shoot 'em up

★★★

Sword and sorcery-inspired *Doom* shenanigans. Challenging but dated.

Hi-Octane

EA - Racing game

★★

Another futuristic racer trying to match *Wipeout* – but failing.

Hot Wheels Turbo Racing

EA - Stunt Racing

★★★

The visuals mightn't be the greatest but the stunt-based driving is a lot of fun.

I

Impact Racing

JVC - Driving/shooting sim

★★

Limited arcade racer which excites initially, but soon becomes tiresome.

In the Hunt

THQ - Shoot 'em up

★★★

Ye olde 2D shooter. Flawed and withered but challenging for a little while.

Independence Day

Fox - Shoot 'em up

★★

As tacky and inept as the film, but not half as much fun. Pointless.

International Track & Field

Konami - Sports sim

★★★★

Aching fingers aside, a bewilderingly addictive, multiplayer sport frenzy.

ISS Deluxe

Konami - Soccer sim

★★★★

Some dated graphics try to ruin a very playable game; thankfully they fail.

ISS Pro

Konami - Soccer sim

★★★★

Inconsistent yet immensely playable soccer title. One of the finest.

ISS Pro '98

Konami - Soccer sim

★★★★★

Rivalled only by *FIFA '99*. It's a close call but *ISS Pro '98* is still the best.

J

Jeremy McGrath Super Cross

Acclaim - Motorbike racing

★★★

Let down by sub-arcade controls. Could've been a hit.

Jersey Devil

Ocean - Platformer

★★★

Nothing new, but huge, colourful and moreish.

Jet Rider

Sony - Racing game

★★★

A complex, quirky racer which lacks the sensationalism of *F1* or *Wipeout*.

Jet Rider 2

Sony - Racing game

★★★

Great bikes and physics, but sadly the courses don't match its ambition.

Jonah Lomu Rugby

Codemasters - Rugby sim

★★★★

Not as big as the man himself, but it's challenging.

Judge Dredd

Gremlin - Shoot 'em up

★★

Lovely smooth graphics, but ultimately disappointing.

Jumping Flash

Sony - Platformer

★★★

An original stab at the genre which impresses unless played to death.

Jumping Flash 2

Sony - Platformer

★★★

Better 3D visuals than the first, but still too easy. A good introduction to platformers.

Jurassic Park: The Lost World

EA - Platformer

★

Looks lovely, but the odd controls and frequently poor level design are annoying.

K

Kensei

GT - Beat 'em up

★★★★★

A real victory for content over style, this demure fighter really packs a punch.

King's Field

Sony - Role-playing game

★★★★

Horrible to look at, but an absorbing and addictive RPG.

Kingsley's Adventure

Sony - Platform adventure

★★★★

One for younger gamers. Simple gameplay, lots to explore, but slow and fiddly.

KKND: Krossfire

Infogrames - Strategy/war game

★★★★

Real-time strategy game made in Australia. Nothing too new.

Klonoa: Door to Phantomile

Sony - Platformer

★★★★

An entertaining story with cutesy cutaways, but old-timers will whizz through it in no time at all.

Knockout Kings '99

EA - Boxing sim

★★★★

The top boxing sim at the moment, just knocking out *Victory Boxing 2* in the last round.

Konami Open Golf

Konami - Golf sim

★★★

The lack of polish, innovation or fun makes an average title.

| | | | | |
|--|---|---|--|--|
| Krazy Ivan Psygnosis – Shoot 'em up  | Lemmings Compilation Psygnosis – Puzzler  | <p>M</p> <p>Machine Hunter Eidos – Shoot 'em up </p> <p>Liberogrande Sony – Soccer sim </p> <p>Madden '97 EA – American football sim </p> <p>Life Force Tenka Psygnosis – Shoot 'em up </p> <p>Little Big Adventure EA – Arcade adventure </p> <p>Live Wire SCi – Puzzler </p> <p>Loaded Gremlin – Shoot 'em up </p> <p>LMA Manager Codemasters – Management sim </p> <p>Lost Vikings 2 Gremlin – Platformer </p> <p>Lucky Luke Infogrames – Comic platformer </p> | | |
| Kula World Sony – Puzzler  | Monotonous Sony – Soccer sim  | <p>Madden '98 EA – American football sim </p> <p>Madden NFL '99 EA – American football sim </p> <p>Madden NFL 2000 EA – American football sim </p> <p>Madden NFL 2001 EA – American football sim </p> <p>Magic Carpet EA – Adventure </p> <p>Marvel Super Heroes Virgin – Beat 'em up </p> <p>Marvel Super Heroes Vs Street Fighter Virgin – Beat 'em up </p> <p>Megaman Legends Virgin – Action RPG </p> | | |
| Kurushi Sony – Puzzler  | Monotony Sony – Soccer sim  | <p>Madden '99 EA – American football sim </p> <p>Madden '00 EA – American football sim </p> <p>Madden '01 EA – American football sim </p> <p>MechWarrior 2 Activision – 3D combat strategy </p> <p>Megaman X4 Virgin Interactive – 2D shoot 'em up </p> <p>Men In Black Gremlin – Adventure </p> <p>Metal Gear Solid Konami – Sneak 'em up </p> <p>Metal Gear Solid: Special Missions Konami – Action adventure </p> <p>Medal of Honour Dreamworks – Action </p> <p>MediEvil Sony – 3D adventure </p> <p>Michael Owen's WLS '99 Eidos – Soccer sim </p> <p>Micro Machines V3 Codemasters – Racing game </p> | | |
| Kurushi Final Sony – Puzzler  | Monotony Sony – Soccer sim  | <p>Max Power Racing Infogrames – Racing game </p> <p>Madden '02 EA – American football sim </p> <p>MDK Interplay – Third-person blaster </p> <p>Megaman X4 Virgin Interactive – 2D shoot 'em up </p> <p>Men In Black Gremlin – Adventure </p> <p>Metal Gear Solid Konami – Sneak 'em up </p> <p>Metal Gear Solid: Special Missions Konami – Action adventure </p> <p>Medal of Honour Dreamworks – Action </p> <p>MediEvil Sony – 3D adventure </p> <p>Michael Owen's WLS '99 Eidos – Soccer sim </p> <p>Micro Machines V3 Codemasters – Racing game </p> | | |
| Legend FunSoft – Chop 'em up  | Legend Konami – Role-playing game  | <p>Max Power Racing Infogrames – Racing game </p> <p>Madden '02 EA – American football sim </p> <p>MDK Interplay – Third-person blaster </p> <p>Megaman X4 Virgin Interactive – 2D shoot 'em up </p> <p>Men In Black Gremlin – Adventure </p> <p>Metal Gear Solid Konami – Sneak 'em up </p> <p>Metal Gear Solid: Special Missions Konami – Action adventure </p> <p>Medal of Honour Dreamworks – Action </p> <p>MediEvil Sony – 3D adventure </p> <p>Michael Owen's WLS '99 Eidos – Soccer sim </p> <p>Micro Machines V3 Codemasters – Racing game </p> | | |
| Legend of Kartia Konami – Role-playing game  | Loaded Gremlin – Shoot 'em up  | <p>Max Power Racing Infogrames – Racing game </p> <p>Madden '02 EA – American football sim </p> <p>MDK Interplay – Third-person blaster </p> <p>Megaman X4 Virgin Interactive – 2D shoot 'em up </p> <p>Men In Black Gremlin – Adventure </p> <p>Metal Gear Solid Konami – Sneak 'em up </p> <p>Metal Gear Solid: Special Missions Konami – Action adventure </p> <p>Medal of Honour Dreamworks – Action </p> <p>MediEvil Sony – 3D adventure </p> <p>Michael Owen's WLS '99 Eidos – Soccer sim </p> <p>Micro Machines V3 Codemasters – Racing game </p> | | |
| Lego Racers Lego Media – Comedy kart racer  | Loaded Gremlin – Shoot 'em up  | <p>Max Power Racing Infogrames – Racing game </p> <p>Madden '02 EA – American football sim </p> <p>MDK Interplay – Third-person blaster </p> <p>Megaman X4 Virgin Interactive – 2D shoot 'em up </p> <p>Men In Black Gremlin – Adventure </p> <p>Metal Gear Solid Konami – Sneak 'em up </p> <p>Metal Gear Solid: Special Missions Konami – Action adventure </p> <p>Medal of Honour Dreamworks – Action </p> <p>MediEvil Sony – 3D adventure </p> <p>Michael Owen's WLS '99 Eidos – Soccer sim </p> <p>Micro Machines V3 Codemasters – Racing game </p> | | |
| Lemings 3D Sony – Arcade puzzler  | Loaded Gremlin – Shoot 'em up  | <p>Max Power Racing Infogrames – Racing game </p> <p>Madden '02 EA – American football sim </p> <p>MDK Interplay – Third-person blaster </p> <p>Megaman X4 Virgin Interactive – 2D shoot 'em up </p> <p>Men In Black Gremlin – Adventure </p> <p>Metal Gear Solid Konami – Sneak 'em up </p> <p>Metal Gear Solid: Special Missions Konami – Action adventure </p> <p>Medal of Honour Dreamworks – Action </p> <p>MediEvil Sony – 3D adventure </p> <p>Michael Owen's WLS '99 Eidos – Soccer sim </p> <p>Micro Machines V3 Codemasters – Racing game </p> | | |
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| Lucky Luke Infogrames – Comic platformer  | Lucky Luke Infogrames – Comic platformer  | <p>Max Power Racing Infogrames – Racing game </p> <p>Madden '02 EA – American football sim </p> <p>MDK Interplay – Third-person blaster </p> <p>Megaman X4 Virgin Interactive – 2D shoot 'em up </p> <p>Men In Black Gremlin – Adventure </p> <p>Metal Gear Solid Konami – Sneak 'em up </p> <p>Metal Gear Solid: Special Missions Konami – Action adventure </p> <p>Medal of Honour Dreamworks – Action </p> <p>MediEvil Sony – 3D adventure </p> <p>Michael Owen's WLS '99 Eidos – Soccer sim </p> <p>Micro Machines V3 Codemasters – Racing game </p> | | |
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MISSION IMPOSSIBLE - POINT BLANK 2

| | | | | |
|--|--|---|--|---|
| Mission Impossible Infogrames – Action/adventure  | Mortal Kombat Trilogy GT – Beat 'em up  | MTV Snowboarding THQ – Snowboarding  | NBA Hangtime GT – Basketball sim  | NBA Live '99 EA – Basketball sim  |
| A bit patchy - just like the movie. | Fun fisticuffs, bullied out of the playground by the likes of <i>Tekken</i> . But it's still good. | A decent snowboarding sim that challenges <i>Cool Boarders 3</i> . | Competent enough, but so are all the rest. We demand better. | Not only the best in the <i>NBA Live</i> series, but the best basketball game you'll find. |
| Monaco Grand Prix Ubi Soft – F1 racer  | Moto Racer EA – Motorbike racer  | Music: Music Creation for the PlayStation Codemasters – Music creation  | NBA: In the Zone Konami – Basketball sim  | NBA Pro '98 Konami – Sports sim  |
| Despite its poor presentation and uncompromising handling, it's still better than <i>F1 '98</i> . | Gets the adrenaline pumping, and keeps it flowing. | Hundreds of hip loops and demos to fiddle with. | Moderately playable dribble 'em up. Okay, but <i>Total NBA</i> flattens it. | Finely balanced sim that'll provide hours of entertainment. |
| Monkey Hero Take 2 – Arcade adventure/Role-playing game  | Moto Racer 2 EA – Motorbike racer  | Music 2000 Codemasters – Music creation  | NBA: In the Zone 2 Konami – Basketball sim  | NBA Pro '99 Konami – Sports sim  |
| Too simple for the average gamer, but will appeal to youngsters. Many platform influences. | Let down by many niggles and annoyances. Good, not great. | Improves on the original in all aspects - time to start making some beautiful tunes on your PlayStation! | Clear improvement in graphics, gameplay and realism. | Sorry, it really is time to have another crack at designing this. |
| Monster Trucks Psygnosis – Racing game  | Motor Toon GP2 Sony – Racing game  |  | NBA: In The Zone '99 Konami – Basketball sim  | Need For Speed EA – Racing game  |
| The lack of true driving feel makes this more of a mouse than a monster. | Gorgeous visuals and a wealth of courses. Handling is a bit shaky, though. | Full-motion video snippets and game options hide a fairly average game. | Full-motion video snippets and game options hide a fairly average game. | Rough around the edges, but an undeniably high fun factor. |
| Mortal Kombat 3 GT – Beat 'em up  | Motorhead Gremlin – Arcade racing game  | Namco Museum Volume 3 Namco – Retro games collection  | NBA Jam Extreme Acclaim – Basketball sim  | Need For Speed 2 EA – Racing game  |
| An admittedly fun conversion, but it suffers in comparison to the likes of <i>Tekken</i> , now. | A true adrenaline rush of a game, with a bundle of interesting ideas. | Only <i>Galaxian</i> and <i>Phozon</i> stand out in this coin-op history trawl. | Generally similar to the <i>Tournament Edition</i> in all but the new 3D visuals. | Includes all the faults of the first title, but removes the fun. |
| Mortal Kombat 4 GT – Beat 'em up  | Mr Domino JVC – Puzzler  | Namco Museum Volume 4 Namco – Retro games collection  | NBA Jam Tournament Edition Acclaim – Basketball sim  | Need For Speed 3: Hot Pursuit EA – Racing game  |
| The same old stuff with a fresh coat of pixels. Tedious. | Unusual hero, unusual gameplay. A highly rewarding and original title. | The penultimate title in the series sees only <i>Ordyne</i> still truly shining. | Dodgy-looking but admittedly fast, playable hoop-shooter. | Great if you love car chases, with a great two-player mode. |
| NBA Live '96 EA – Basketball sim  | Need For Speed: Road Challenge EA – Racing game  | | | |

Recent Release

Spyro 2 - Gateway to Glimmer

Our favourite fire-breathing friend, Spyro, must help the worlds of Avalor defeat the twisted Ripto. Far superior to *Spyro 1*, this is one of the PlayStation's best ever games.



| | | | |
|---|--|---|---|
| NFL Gameday Sony - American football sim  | NHL Face Off '99 Sony - Ice hockey sim  | Tries to combine shoot 'em up and racer - and fluffs both. | Hexagonal graphics may put punters off this playable title. |
| The first American football game on the PlayStation. Good fun. | A puck-whacking marvel of a game that finally beats EA. | | |
| NFL Quarterback Club '97 Acclaim - American football sim  | NHL Powerplay Hockey '96 Virgin - Ice hockey sim  | Olympic Games US Gold - Sports sim  | PaRappa the Rapper Sony - Musical fun  |
| A smart interpretation of American football which tries nothing new. | A sprinkling of faults spoil this otherwise sturdy effort. | Stumbles over the finishing line a long way behind <i>International Track & Field</i> . | Simple, quirky, imaginative and fun. A game to be enjoyed with friends, family and onions. |
| NFL Xtreme Sony - American football sim  | Ninja: Shadow Of Darkness Eidos - Slash 'em up  | Omega Boost Sony - Shoot 'em up  | Peak Performance EA - Racing sim  |
| Fun for one and two players, but actually not quite extreme enough for us. | Competent but stodgy, and feels rather rushed. Seasoned gamers will soon tire of it. | Will beguile you with its pretty exterior before bewildering you with its old-school play. | Ambitious, but let down by an average game engine and graphics. |
| NHL '97 EA - Ice hockey sim  | Nuclear Strike Virgin - Strategy shooter  | One ASC Games - Shoot 'em up  | Penny Racers Sony - Racing game  |
| A playable and visually superb hockey sim from EA. | An intriguing and varied 'copter sim, but blemished by a few key faults. Still a fun waste of time though. | Frantic, thrilling, gorgeous, thought-provoking, but too damn small | Cutesy racer which lacks that elusive driving feel. Average. |
| NHL '98 EA - Ice hockey sim  | Overboard! Psygnosis - Shoot 'em up/puzzler  | Pet in TV Sony - Tamagotchi game  | Player Manager Season '98-'99 Infogrames - Soccer management sim  |
| Fabulous graphics, gameplay and sound. | Bonkers sail 'em up with a duff save system. But a nice codpiece anyway. | Too tedious for kids, and too unrewarding for adults. | A thoroughly enjoyable game that'll please stats fans. |
| NHL '99 EA - Ice hockey sim  | O.D.T. Psygnosis - 3D adventure  | PGA Tour '96 EA - Golf sim  | PO'ed Interplay - Shoot 'em up  |
| Still the king of the sticks. Now more clever and more violent! | A decent game with a fresh plot, though not very user-friendly - initially. | A well-produced and thoroughly addictive golfing experience. Lacks variety. | Glitchy conversion: a few good ideas but nowhere to put them. |
| NHL 2000 EA - Ice hockey sim  | Oddworld: Abe's Exodus GT - 2D platformer  | PacMan World Namco - Platformer  | Pocket Fighter Virgin - Beat 'em up  |
| Faster and smoother than '99, plus new "big hit" move. | Looks old-fashioned, but packed with playability and deranged humour. | The world's first (and favourite) game hero gets an excellent 3D adventure. | Proof that 2D beat 'em ups are actually a worthy alternative to polygonal pugilism. This is a fun little fighter. |
| NHL Face Off Sony - Ice hockey sim  | Oddworld: Abe's Oddyssey GT - 2D platformer  | Pandemonium BMG - Platformer  | Point Blank Sony - Shooting game  |
| A worthy addition to the diminutive ice hockey genre. Exciting and fun. | Lovely to look at and chock-a-block with good ideas. A joy. | This gorgeous platform romp is derivative, but huge fun. A classic. | Not as impressive as <i>Time Crisis</i> , but the same compulsive gameplay. A must-get for gun fans. |
| NHL Face Off '97 Sony - Ice hockey sim  | Off World Interceptor Extreme BMG - Driving game  | Pandemonium 2 BMG - Platformer  | Point Blank 2 Sony - Shooting game  |
| Not much better than the first title, which makes it look a touch dated. | | Not the beast that was its predecessor, but still a gas. | Jerky and disjointed controls provide little game satisfaction. |
| | | Phat Air Extreme Snowboarding Funsoft - Snowboarding sim  | A unique title: the primary reason to own a lightgun. Arm-aching multiplayer action. |



POOL HUSTLER - SHELLSHOCK

Pool Hustler

Sunsoft - Pool sim

★★★

Masters the reality of pool, but lacks the diversity to ensure full-on fun.

Populous: The Beginning

EA - Strategic

★★★★★

It lacks the immediate fun of *Command & Conquer*, but it will soon lure you in.

Porsche Challenge

Sony - Racing game

★★★★★

Combines the exhilaration of an arcade jaunt with the realism of a good sim.

PowerBoat Racing

Interplay - Racing sim

★

Tricky to play, jerky graphics.

Power Move Pro Wrestling

Activision - Wrestling sim

★★★

Lacks thrills and depth.

Power Serve Tennis

Ocean - Tennis sim

★

It couldn't be worse if Cliff Richard sang between games.

Poy Poy

Konami - Chuck 'em up

★★★★★

Solo mode lacks spirit, but play it

with friends and it won't disappoint.

Poy Poy 2

Konami - Chuck 'em up

★★★

Disappointing as an update, but still provides very good multiplayer fun. A good little puzzler.

Premier Manager '98

Gremlin - Soccer management sim

★★★

The PlayStation has yet to see a great soccer management sim. And this isn't going to change that. It is worth trying until a decent one comes along though.

Premier Manager '99

Gremlin - Soccer management sim

★★★

Fine for purists; nothing new.

Primal Rage

Time Warner - Beat 'em up

★★

Novelty dinosaur beat 'em up. Nice animation conceals some extinct gameplay.

Pro 18 World Tour Golf

Psygnosis - Golf sim

★★★★★

If you're looking for a 'serious' golf sim, you've found it.

Pro Pinball: Big Race USA

Empire - Pinball sim

★

Pointless and redundant.

Pro Pinball: The Web

Empire - Pinball sim

★★★

Only offers one table, but sure plays a mean pinball (ahem).

Pro Pinball: Timeshock

Empire - Pinball sim

★★★★

Best PSX pinball sim to date, if too familiar and too expensive.

Project Overkill

Konami - Shoot 'em up

★★★

Sci-fi blast-'em-all-over-the-shop title with guns and gore aplenty.

Project X2

Ocean - Shoot 'em up

★★★

Self-consciously old-skool 2D blaster. It's still good for relieving pent-up aggression.

Psybadet

Psygnosis - Yoof hoverboarding game

★★

It's not big and it's not clever. It tries to be the next hip hit and it falls well short.

Psychic Detective

EA - Full-motion video adventure

★★★

Interactive movie with the emphasis firmly on 'movie'. Fun for a while.

Psychic Force

Acclaim - Beat 'em up

★★★

This is standard stuff – apart from a truly bizarre floaty combat system.

Puma Street Soccer

Infogrames - Soccer sim

★

You're better off playing soccer down the pub. By yourself.



Quake II

Activision - Action

★★★★★

An astounding conversion of the PC classic. This will keep up to four people fragging happy.



R-Type Delta

Sony - Retro blaster

★★★★

R-Type Delta is top fun – surely a game's only remit?

R-Types

Virgin - Retro blaster

★★★★

Flaming great. If you know who Jason King is, then you'll think this is fab.

Rage Racer

Sony - Racer

★★★★

Fabulous arcade racer with perfectly tuned gameplay.

Raiden

Ocean - Shoot 'em up

★★★★

Seminal arcade blast brought home with accuracy. Dated, yes, but fun.

Rainbow 6

Red Storm - Action

★★★★

A tactical combat game based on Tom Clancy's novel.

Rally Cross

Sony - Racing game

★

Immensely frustrating at first, but ultimately it does offer a considerable challenge.

Rally Cross 2

Sony - Racing game

★★★

Nice to look at, challenging, yet ever-so-slightly awkward platform affair.

This enthusiastic racing game is essentially driving, lite.

Rampage World Tour

GT - Arcade game

★★★

A fairly decent game, but every level is the same as the others.

Rampage 2: Universal Tour

GT Interactive - Monster platformer

★

Its strange '80s concept lacks the imagination and gameplay that '90s players expect.

Rapid Racer

Sony - Racing game

★★★

Well designed, but more of a novelty than a thrilling racer.

Rapid Reload

Sony - Platform shooter

★

Short-lived arcade walk-and-shoot title. Fun for a quick blast.

Rascal

Psygnosis - Platformer

★

Untaxing, insipid, uninspiring and impossible to control. We don't think you should go near this larakin.

Ray Storm

Virgin - Shoot 'em up

★★★

Fast, furious vertical scroller. Leaves the player breathless, but unfulfilled.

Ray Tracer

Sony - Racing game

★★★

A fine arcade-style experience, which doesn't last long enough at home.

Rayman

Ubi Soft - Platformer

★

Nice to look at, challenging, yet ever-so-slightly awkward platform affair.

Recent Release Medal of Honour

A brilliant first-person perspective shooting game that is tense and exciting. If it had a decent multiplayer mode it would have been a 'Quake-killer', but the solo action kicks hard.



RC Stunt Copter

Interplay - Helicopter sim



Great radio-controlled helicopter sim, though its accuracy makes the controls hard to learn.

Re-Volt

Acclaim - Arcade racer



Choose your own racing line with these radio-controlled racers. Fun, but *Speed Freaks* is better.

Reboot: Countdown to Chaos

EA - Shoot 'em up



Scenario and control system lend weight, but we've seen it all before. And to be honest, we don't want to see it again for quite some time.

Red Alert

Virgin - Real-time strategy war game



A mammoth, classic game. You must own this. Especially if you're the sort who likes to start wars...

Reloaded

Gremlin - Shoot 'em up



Mindless fun for a time, but the new puzzles fail to puzzle for very long.

Resident Evil

Virgin - 3D adventure



It's creepy, pure and simple. Visuals and modelling have now moved on, but it's still an engrossing adventure.

Resident Evil: Director's Cut

Virgin - 3D adventure



Nothing dramatically new, but a good way to rediscover one of the greatest PlayStation adventures ever made.

Resident Evil 2

Virgin - 3D adventure



Twice the size of the first outing

and as dark, terrifying and involving as ever.

Retro Force

Psygnosis - Shoot 'em up



Nostalgia gets the better of it and plunges it back to 1996.

Return Fire

Time Warner - Arcade war game



Brilliant two-player, head-to-head blast, with a touch of tactical depth.

Ridge Racer

Sony - Racing game



The quintessential PlayStation racer in its day. Smooth, playable, unforgettable. Still not bad for \$40.

Ridge Racer Revolution

Sony - Racing game



The sequel to *Ridge Racer* improves the visuals a little and adds a couple of new features. But that's it!

Ridge Racer Type 4

Sony - Arcade racer



Those who are turned off by tuning engines will find their need for speed sated here.

Riot

Psygnosis - Sports sim



Futuristic basketball derivative. More of a scuffle than a riot.

Risk

Hasbro - Board game



A game saved by its Ultimate Risk option. Rubbish.

Rival Schools

Virgin - Beat 'em up



One step nearer to *Tekken 3*. Perfectly balanced gameplay, excellent two-player mode.

Road Rage

Konami - Racing sim



Another *Wipeout* clone which fails to generate tension or excitement.

Road Rash

EA - Bike racing game



Formulaic racer that sounds like a medical complaint.

Road Rash 3D

EA - Racing/fighting game



Above-average arcade racer. Definitely a matter of taste.

Robo Pit

THQ - Arena combat



Has an interesting 'build your own fighter' idea, but it's ruined by dull gameplay.

Robotron X

GT - Shoot 'em up



Provides 20 minutes of action-packed fun, then gets boring. Very boring.

Rock And Roll Racing 2

Interplay - Futuristic racer



Inspid, hollow, soulless fare. Brain-implodingly frustrating.

Rogue Trip

GT - Driving blaster



Predictable gameplay.

Rollcage

Psygnosis - Futuristic racer



Erratic handling may annoy some, but two-player racing is addictive. Abandon yourself to the chaos.

Rosco McQueen

Sony - 3D shooter



Won't make your jaw drop, but it oozes playability.

Recent Release *Tomorrow Never Dies*

This is your chance to play at being James Bond, as he suavely rescues the world. It took years to develop, which is strange, as although it's OK, it could have been better.


Rugrats

THQ - Cartoon capers



Strictly for those of a single-figure age.

Running Wild

Sony - Arcade racing



A walnut-brained novelty racer.


Sentinel Returns

Psygnosis - Puzzling adventure



A sadly flawed version of one of the few original titles from olden times.

Shadow Gunner

Ubi Soft - Mech combat shooter



A straightforward action/robo shoot 'em up that lacks anything sensational.

Shadow Man

Acclaim - 3D action adventure



Big and challenging, but patience-sappingly slow progress in places.

Shadow Master

Psygnosis - First-person shoot 'em up



If *Doom*'s not pretty enough for you, maybe you'd prefer this balls-out blastfest. Then again...

Shane Warne Cricket

Codemasters - Cricket sim



Cricket pedants may fault it, but it's quite simply one of the best sports games ever made. And if you want to play cricket on the PlayStation it's your only choice.

Shellshock

Core - Shoot 'em up



Tanks, big guns and mindless destruction ahoy!

SHOCK WAVE ASSAULT - TOMB RAIDER 3

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|--|--|--|--|--|
| Shock Wave Assault EA - 3D shooter  | Smash Court Tennis Sony - Tennis sim  | Soviet Strike EA - Combat flight sim  | Spyro the Dragon Sony - Platformer  | Streak GT - Future boarding  |
| Easy-to-master blaster which is too simple to truly impress. | Colourful and quaint, if too slow for today's gamer. But ace fun. | Short and unoriginal, but offers an addictive blast while it lasts. | Charming, polished, only spoiled by a lack of challenges early on. | Its potential is spoilt by awkward controls and lack of finish. Disappointing. |
| Silent Hill Konami - Horror adventure  | Snow Racer Ocean - Winter sports sim  | Space Hulk EA - Action/adventure  | Spyro2 - Gateway to Glimmer Sony - Platformer  | Street Fighter Alpha Virgin - 2D beat 'em up  |
| This is a fantastic scare 'em up adventure - if a little too short. | Excellent combination of skiing and snowboarding. | Atmospheric sci-fi jaunt requiring strategic thought. | Improves on Spyro's first outing in every possible way. Outstanding! | Proof that there's room for 2D tussling on the PlayStation. |
| Sim City 2000 Maxis - Strategy  | Soccer '97 Eidos - Soccer sim  | Space Invaders Activision - Shooter  | Star Gladiator Virgin - Beat 'em up  | Street Fighter Alpha 2 Virgin - 2D beat 'em up  |
| Poor looks and addictive gameplay clash in this build-a-town classic. | It's rollicking end-to-end action, though slightly compromised by poor visuals. | One of the All Time game classics updated for the late Nineties. | Typically accessible yet tactically diverse Capcom fighter. | More proof that there's room for 2D tussling on the PlayStation. |
| Skull Monkeys EA - 2D platformer  | Soul Blade Sony - Beat 'em up  | Spawn: The Eternal Sony - Adventure/beat 'em up  | Star Wars Episode 1: The Phantom Menace Activision - Sci-fi action/adventure  | Street Fighter Alpha 3 Virgin - 2D beat 'em up  |
| Polished and very playable, but ultimately repetitive. | Great weapon-based fighter which slaps the ruddy face of <i>Toshinden</i> . | Lacks absorbing gameplay and visuals. A disappointment. | The Force is strong in this one. A highly successful crossbreed of genres; a must for any Jedi. | If you think gameplay is more important than graphics, then this is a knockout. |
| Slam 'n' Jam '96 BMG - Basketball sim  | Soul Reaver Eidos - 3D action/adventure  | Speed Freaks Sony - Mini racer  | Star Wars: Masters of Teräs Käsi Virgin - Beat 'em up  | Street Fighter Collection Virgin - 2D beat 'em up  |
| Offers an okay one-player mode, but is overshadowed by finer titles. | This <i>Legacy of Kain</i> sequel is extremely playable. Gorgeous gothic graphics, new gameplay tricks and structure. | At last the PlayStation has its very own <i>Mario Kart</i> . And it was well worth the wait. | A beat 'em up sheep in <i>Star Wars</i> clothing. Enjoyable but not perfect. | Despite being a bit of a missed opportunity, <i>SFC</i> is a little slice of gaming history. |
| Sled Storm EA - Racing  | South Park Acclaim - First-person shooter  | Spice World Sony - Um, spice 'em up. Maybe.  | Starblade Alpha Sony - Shoot 'em up  | Street Fighter Collection 2 Virgin - 2D beat 'em up  |
| A highly playable snowmobile racer - lots of fun. | Pretty standard shooter. Okay in multiplayer, but mainly a merchandising exercise. | Rushed-out, non-game. Only for dedicated Spice boosters. | A pleasant-looking but samey space blaster, lacking in long-term appeal. | For dedicated beat 'em up aficionados, it's prerequisite retro. Loads of game, but not necessarily loads of fun. |
| Small Soldiers EA - Movie tie-in  | | Spider BMG - Platformer  | StarFighter 3000 Telstar - Space combat  | Street Fighter EX + Alpha Virgin - 3D beat 'em up  |
| Nothing to do with the film and very limp in its own right. | | A novel lead character and brilliant controls mask a rather samey platformer. | The tough flight model and mediocre graphics hinder an adequate game. | If you were a fan of the <i>SF</i> titles, this game will seem like a second honeymoon. |

Recent Release

Music 2000

You want to be a DJ or music producer? Don't know where to begin? How about **Music 2000**. A big improvement over the original and just like having a recording studio at home.



- Spot Goes to Hollywood**
Virgin - Platformer

- Ugly, isometric effort which simply forgets to utilise all the lovable platform traditions.

- Sports Car GT**
EA - Arcade racing game

- A dreary, innately unappealing racing game. Kill it! Kill it!
- Steel Harbinger**
Mindscape - Shoot 'em up

- Mildly entertaining shoot 'em up posing as a strategy game.

- Steel Reign**
Sony - Tank shoot 'em up

- Outstandingly average.

- Street Fighter: The Movie**
Virgin - Beat 'em up

- Easily the worst title in the otherwise prestigious *SF* series. A frightful disappointment.
- Street Racer**
Ubi Soft - Racer


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|--|--|--|--|--|
| <p>Recent Release Wu Tang: Taste the Pain</p> <p>You want some? OK, come get some! This four player simultaneous fight fest will have friends hammering each other for hours. Featuring the images and music of the US hip-hop crew.</p>  | | | | |
| <p>Polished cartoon graphics and honest gameplay.</p> <p>Street Sk8ter EA - Skateboarding ★★</p> <p>Lacking in tracks and excitement. Get Tony Hawk instead..</p> <p>Strikepoint: The Hex Missions Elite - Shoot 'em up ★★★</p> <p>Fast and exciting, but lacks the satisfying complexity of rivals.</p> <p>Striker '96 Time Warner - Soccer sim ★★</p> <p>Fun but deeply flawed (like its commentator, Andy Gray).</p> <p>Suikoden Konami - Role-playing game ★★★</p> <p>Histrionic Japanese RPG malarkey. Recommended for the converted.</p> <p>Super Pang Collection Ocean - Retro collection ★★★</p> <p>Three addictive old arcade puzzlers. Mildly taxing for a short while.</p> <p>Super Puzzle Fighter 2 Virgin - Puzzle game ★★★★</p> <p>Fans of puzzles will find this mad <i>Puyo Puyo</i> clone close to perfect.</p> <p>Supersonic Racers Mindscape - Racing game ★★★★</p> <p>Ultra-competitive eight-player cartoon racer. Cute and playful.</p> <p>Swagman Core - Arcade adventure ★★★</p> <p>Tries hard to please, but the controls are far too frustrating. A damn shame.</p> <p>Swing Software 2000 - Puzzler ★★★</p> <p>Like juggling in an abacus... Definitely one for real puzzle freaks.</p> <p>Syndicate Wars EA - Strategy action ★★★★</p> <p>Superbly atmospheric, dark and challenging. Unmissable.</p> <p>Syphon Filter Sony - Shoot 'em up ★★★★</p> <p>Great features and engrossing set pieces, but too short.</p> | | | | |

Recent Release *PacMan World*

PacMan recently celebrated his 20th birthday and he remains one of the most popular game heroes of all time. He moves into the 21st century in this excellent 3D platformer



Tomb Raider 4 - The Last Revelation

Eidos - Action adventure

★★★★★

Yes TR3 can be bettered. Universally acclaimed as Lara's best adventure ever.

Tombi

Sony - Platform

★★★

Puzzles and bizarre logic make this game appealing.

Tommi Mäkinen Rally

Europress - Rally racer

★★★

Disappointing when compared to other racers.

Tony Hawk's Skateboarding

Activision - Skateboarding sim

★★★★★

Addictive, challenging, realistic – and virtual bruises heal much faster. Gnarlier than Rob Peggley.

Top Gun

Ocean - Shoot 'em up

★

Reasonably proficient air combat sim. Not half as cheesy as the film.

Total Drivin'

Ocean - Racing game

★★★★

A huge variety of tracks and cars, but for some reason it doesn't work as a single game.

Total NBA '96

Sony - Basketball sim

★★★★★

The perfect combination of accuracy and playability. Sweet hoop dreams.

Total NBA '97

Sony - Basketball sim

★★★★★

Better motion capture and a few graphical tweaks keep Total NBA on top.

Total NBA '98

Sony - Basketball sim

★★★★★

Realism wins over ease of play, but it's up there with the best. That said, it lacks groundbreaking new features.

Transport Tycoon

Ocean - Business management sim

★★★

Set up and run a transport network. Marginally more fun than it sounds.

Trap Runner

Konami - Strategy

★★★

If you're after a retro feel, it's an entertaining multiplayer title. If you're after a great game, then perhaps not.

Treasures Of The Deep

Sony - 3D underwater shoot 'em up

★★★

Treads a fine line between an arcade game and a sim. Slow, but satisfactorily complex.

Triple Play 2000

EA - Baseball sim

★★★

A good-looking and playable sim. Its appeal remains inevitably limited.

Tunnel B1

Ocean - Shoot 'em up

★★★

This visually accomplished blaster frustrates about as much as it engrosses.

Twisted Metal

Sony - Crash 'em up

★★★

Crash-and-smash treat for two players; rather dull for one.

Twisted Metal 2

Sony - Crash 'em up

★★★★

Not recommended for the inexperienced or casual gamer.

V-ball: Beach Volley Heroes

GT - Arcade volleyball sim

★★★★

A very pleasant surprise: simple but lots of fun. Get a friend round.



UEFA Champions League

Eidos - Soccer sim

★★★★★

This looks and plays like a dream. *ISS Pro* and *FIFA* finally get a rival.

UEFA Striker

Eidos - Soccer sim

★★★

Too many flaws to be a serious contender.

Ultimate Parodius Deluxe

Konami - Shoot 'em up

★★★

Nostalgic 2D blaster. Belongs

to an age where coin-ops were 10 cents a go.

Um Jammer Lammy

Sony - Musical fun

★★★★

The entertaining sequel to *PaRappa* is rockier, both musically and in game terms.

Unholy War

Eidos - Strategy/combat

★★★

Good moments, but ultimately of very little substance.

Victory Boxing

JVC - Boxing sim

★★★

Thinking person's beat 'em up. Plenty of long-term challenge.

Victory Boxing 2

JVC - Boxing sim

★★★★

The best boxer around. Ish.

Viewpoint

EA - Shoot 'em up

★★★

Xevious-style isometric blaster with lush visuals. But not one for the uninitiated.

Vigilante 8

Activision - Driving combat game

★★★★

Enjoyable in two-player mode, and looks sharp. But *Twisted Metal 2*'s better.

Virtual Golf

Core - Golf sim

★★

Ugly as a pair of golfer's slacks, but challenging long-term.

Virtual Pool

Interplay - Pool sim

★★★★

Superbly presented and robustly playable, but lacks the dark originality of *Actua Pool*.

Viva Football

Virgin - Soccer sim

★★★

Bags of history and nostalgia, but still a pretty average kick-about.

VMX Racing

Funsoft - Racer

★

Suffice to say VMX is the pits.

Vs

THQ - Beat 'em up

★★★★

Not the best, but sufficiently different to be worth buying.

TOMB RAIDER 4 - ZERO DIVIDE 2

W

War of the Worlds, The

GT - Action



Visually dodgy action-based game where you shoot Martians.

Warcraft 2

EA - Combat strategy



More depth and detail than *Command & Conquer*, but perhaps not quite as addictive.

WarGames: Defcon 1

EA - Shoot 'em up



Unchallenging, but plenty of missions and dual scenarios.

WarGods

GT - Beat 'em up



Little more than a terrible 3D version of *Mortal Kombat*. Rusty and rigid. Do not play this.

Warhammer

EA - War game



A tough, challenging combo of war sim and god-game.

Warhammer: Dark Omen

EA - Real-time strategy



Excellent fantasy strategy game with improved graphics and gameplay. Just as addictive as the original.

Warhawk

Sony - Combat flight sim



Addictive and varied flight sim. A difficult but ultimately rewarding experience.

WarZone 2100

Eidos - Real-time strategy



The best real-time strategy

game available for the PlayStation, but not for the casual gamer who wants immediate gratification.

Wayne Gretzky's 3D Hockey '98

GT - Ice hockey sim



Its inadequacies are many, its long-term appeal low.

WCW Mayhem

EA - Wrestling sim



Electronic Arts enter the wrestling arena. Good but not as good as WWF Attitude.

WCW Nitro

THQ - 3D wrestling sim



Disappointing. Hamstrung by uninspired control mechanism.

WCW Thunder

THQ - Wrestling sim



Appalling playability makes this unworthy of anyone's pocket money.

WCW Vs The World

THQ - Wrestling sim



Plenty of characters, great moves, but dull gameplay. There are better wrestling games to try.

Wild 9

Interplay - Platformer



Outdated and not as good as many other platformers.

Wild Arms

Sony - Role-playing game



Slick, polished and above all, fun. A must for any RPG fan.

Williams Arcade's Greatest Hits

GT/Williams - Retro compilation



Age shall not weary them. Much. *Defender* is still the biz.

Wing Commander III

EA - Space combat



Great movie, great acting. Gameplay? Oops, forgot!

Wing Commander IV

EA - Space combat



A huge improvement on the previous title. Plenty of depth.

Wipeout

Sony - Futuristic racer



Slick visuals, cool soundtrack, but demands real application to get that speed fix.

Wipeout 2097

Sony - Futuristic racer



Rectifies the learning-curve problem. Faster ships, new tracks, new music and link-up option. This is a massive improvement.

Wipeout 3

Sony - Futuristic racer



Hip as ever, this wild ride keeps getting wilder. The definitive game in its genre.

Worms

Ocean - Puzzle game



Admirable originality, but lacks visual style and lasting appeal.

Wreckin' Crew

Telstar - Arcade-style racer



A bright and pleasant change from sim-style games. Not taxing, but fast and frantic.

WWF Attitude

Acclaim - Wrestling sim



Slick, with great animation and sophisticated grapples (though they don't always work).

WWF: In Your House

Acclaim - Wrestling sim



Good conversion of an arcade game that's showing its age.

It captures the rank stupidity of the sport, but it looks basic and aged. Not as good as the previous WWF title if we're really honest.

WWF War Zone

Acclaim - Wrestling sim



A good-looking title let down by the usual grappling suspects.

WWF Wrestlemania

Acclaim - Wrestling sim



A genuine contender. Amusing and more fun than other po-faced fighters of the time.

X-Men Vs Street Fighter EX

Virgin - Beat 'em up



Why settle for a stylised comic book when you have *Tekken 3*?

Xevious 3D/G+

Sony - Shoot 'em up



These four versions of the classic blaster include a slick 3D update.

Y

Yoyo's Puzzle Park

JVC - Cute puzzler



It won't keep you up till four in the morning, *Bust-A-Move*-style, but it's good clean fun. Can't beat that!

Z

Z

Sony - Real-time strategy game



Has its moments, but they are few and far between. Not enough to warrant a purchase.

Zero Divide

Ocean - 3D beat 'em up



The innovative combat style makes up for a deficit of opening appeal.

Zero Divide 2

Sony - 3D beat 'em up



Average and really rather disappointing fighting game. Sad game to end on!

The Very Best Of Official Australian PlayStation Magazine

Sports Special

on sale march 8th

LET'S GET...

SPECIAL REPORT

PHYSICAL

How do the best sports games on PlayStation measure up to the real thing? Full results in our Sports Special

SPORTIEST DISC EVER!

WORLD OF SPORT

THE MOST EXCITING SPORTS
GAMES ON ONE DISC!

Anna Kournikova Smash Court - Playable

Jonah Lomu Rugby - Playable

Tony Hawk Skateboarding - Playable

Victory Boxing 2 - Playable

Actua Ice Hockey 2 - Playable

FIFA 2000 - Playable

and many many more!

PLUS!

SHANE WARNE
TALKS CRICKET

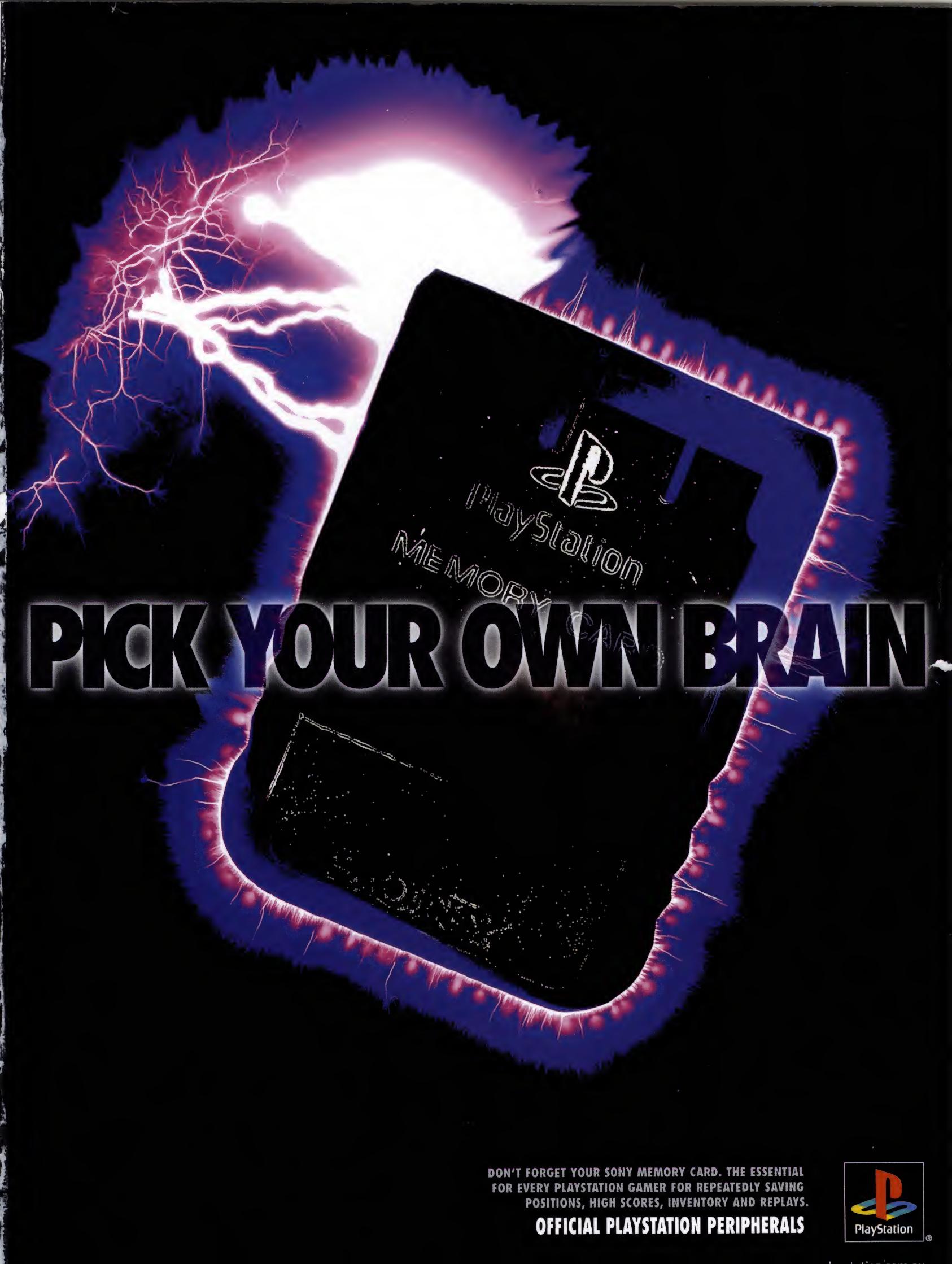
SHANE CRAWFORD
TALKS AFL

KEVIN KEEGAN
TALKS SOCCER

AND... THE
PLAYSTATION
OLYMPICS

EVERY
GAME EVER!
REVIEWED
AND RATED
INSIDE

KOURNIKOVA'S
SMASH COURT TENNIS™



PICK YOUR OWN BRAIN

The PlayStation logo is visible on the brain's surface, along with the words "PlayStation" and "MEMORY CARD".

DON'T FORGET YOUR SONY MEMORY CARD. THE ESSENTIAL
FOR EVERY PLAYSTATION GAMER FOR REPEATEDLY SAVING
POSITIONS, HIGH SCORES, INVENTORY AND REPLAYS.

OFFICIAL PLAYSTATION PERIPHERALS



ALWAYS READ THE LABEL

ALL SHAPES ARE EQUAL BUT SOME SHAPES ARE MORE EQUAL THAN OTHERS. ONLY OFFICIAL PLAYSTATION PERIPHERALS DISPLAY THE PLAYSTATION LOGO, GUARANTEEING THAT THEY ARE MANUFACTURED OR LICENSED BY SONY COMPUTER ENTERTAINMENT FOR THE UTMOST DURABILITY, RELIABILITY AND COMPATIBILITY.

OFFICIAL PLAYSTATION PERIPHERALS

